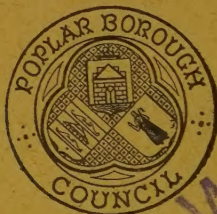


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AND HOW TO
ARRANGE THEM

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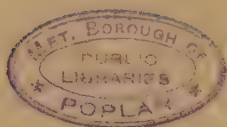
A GIPSY CAMP IN THE GARDEN (p. 69).

CHILDREN'S PARTIES AND HOW TO ARRANGE THEM

BY
DAVIDE C. MINTER



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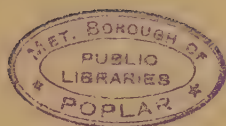
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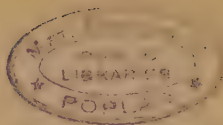
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DEDICATED TO
LINDA -ESTERELLE
WHO LOVES PARTIES



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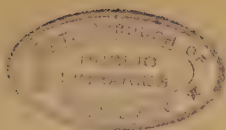
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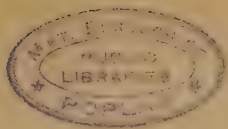
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PLAN FOR ARRANGING CHILDREN'S PARTY.

Whom to Invite.	Acceptances		NOTES.	Programme of Games or Dances	Accessories for Games.	MENU.	Quantities Required.
	Boys.	Girls.					
			Kind of Party : Form of Invitation : Date : Time : Special Entertainment : Pianist (or Gramophone) : Prizes or Gifts required : Hire : Druggist . Trestle Tables . Forms or Chairs Crockery . Table Decoration, etc. : Extra Help Needed :	Competition (if any) : Progressive Games (or Sports) :		Refreshments	
Total :							

This should be copied out on a large sheet of paper when planning your party.

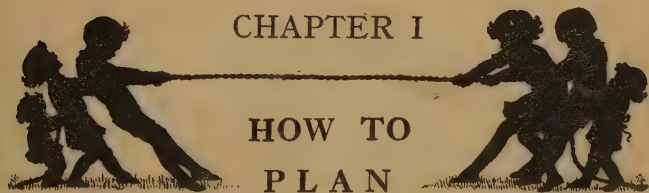


CHILDREN'S PARTIES AND HOW TO ARRANGE THEM

CHAPTER I

HOW TO PLAN

A SUCCESSFUL PARTY



SO much of the joy of childhood comes from the companionship of other children, that every parent endeavours to build a social circle for the little folk, by entertaining their small friends as often as possible.

And most parents regard it as a social duty to give two or more children's parties every year—a duty which would be all pleasure, were it not for the work and worry which the giving of a really successful party usually entails.

Children's parties are, after all, not so very different from playtime in the nursery, in the garden, and in the school recreation grounds. The group of children is often the same, and the games are similar. What is it, then, which creates the glamour of a party? Probably a number of factors contribute towards it—the atmosphere created by a special and joyous occasion; the festive air of the rooms or garden; the gaily decked tables of refreshments; the pretty party frocks of the little girls and the Sunday-best suits of the boys; and, perhaps, more than anything else, the feeling, which all children share, that they are persons of importance and *all this is being done for them*. This is their special fête!

Planning Ahead

Bearing in mind that children's parties are so very closely allied to ordinary playtime, the most successful party will be the one where the organizer knows how to provide something *different* in games and entertainments, or to give to these a fresh and original turn.

The giving of the party does not end at the sending out of invitations for a certain afternoon or evening, and the ordering of sumptuous refreshments from a caterer. Every detail should be thought out ahead, from the sending of invitations—intended to arouse pleasure in anticipation—to the preparing of a list of games and entertainments, so that there may be no dull moments of “wondering what to play next.” Any necessary music must be arranged for ; decorations for rooms and table planned with care ; and refreshments provided, which are not only attractive, but also suited to young digestions. Perhaps a special “stunt,” or a surprise, which will make the party a memorable event for many weeks and days to come, will figure on the programme.

Party-giving should not be regarded as a social duty only—a mere return of hospitality received. The real essence of a party is *to give the children a thoroughly good time.*

Problems of Age and Space

Age is a big consideration. Three-year-old and eight-year-old will not mingle

harmoniously. Their pleasures are different and their games are different. Three-year-old wants to play with toys; eight-year-old enjoys make-believe and romps; while twelve year-old already prefers competitive games of skill, and the pitting of mind against mind.

It follows, therefore, that all the children invited to a party should be, as far as possible, of a similar age. In the case of a family where there are children of widely differing ages, it is a far better plan to give two parties, one for the older children and another for the little ones, on two separate days, rather than one party for all of them together. A good organizer will probably arrange for these two parties to be given on consecutive days, which will greatly simplify the catering, while the table and other decorations can be used for both occasions. The Tiny Tots will only be interested in the Big Sisters' party as spectators, whilst the Big Sisters will have no interest whatever in the Tiny Tots' party—unless it be to help mother entertain the little ones, and lead the games.

Space is another important consideration. There can never be too much room for games

and play, and many a party has been wrecked by crowding too many children into too small a room with the idea of "getting it all over in one." At a party which is overcrowded, the children have been merely invited and fed. However much a child may appreciate the "spread" which is usually provided at every party, yet nevertheless the refreshments take a very secondary place in his mind. The dominating impression will always be the games, surprises, and entertainments.

If, therefore, you are limited for space, give two *small* parties rather than one large one.

There is always more room for games at garden and picnic parties, but these are limited to very few months of the year. Indeed, although out-of-door parties are so much easier to arrange, most children's parties are concentrated into the winter months. This is probably due to the fact that summer brings with it so many out-of-door pleasures and pastimes, that parties are not so essential at this season of the year as in the winter, when the days are naturally short and cheerless.

LET THE CHILDREN HELP

Children's parties are an education as well as a treat. Party-giving provides an opportunity for teaching them to think, to organize, and to plan for the entertainment of others. This is very valuable training for social and communal life, and will stand the young people in good stead when it is their turn to assume the full responsibilities of host and hostess.

Most parents are in the habit of giving parties "*for* their children," and instead of being the hosts with duties to carry out, the young people are generally no more than *guests*.

Let the children give their own parties! The arrangements, such as making lists of games, planning competitions and other entertainments, provide engrossing occupation for long winter afternoons. Even the youngest can take a share in the planning.

Mother's first question will be, "Whom shall we invite?" The children should learn to remember their friends and make their own lists of guests.

The younger children—even the three-

year-olds—already have their own ideas as to who should be invited to their parties, and take a pride in being asked to help in making the list, even if they are unable to write down the names themselves.

Whom to Invite

If they are old enough to write, then it is a good plan to give each of them two or three days in which to prepare a list of the young friends which each would like to invite. From these lists the actual children to be invited can afterwards be chosen—and it may require considerable tact on mother's part to find reasons why some of the proposed guests should not be included!

Children are not "snobs" by nature, and the democratic spirit, which knows no distinction except that of age, is a trait which should be encouraged rather than repressed. It will often be found that the younger children have included the charwoman's little boy or girl, or the gardener's children in their list. When this is so, these little ones should be the last to be omitted. If reasons for omission must be found, then let them be

such reasons as, " I am afraid Johnny would be too old, or too young, for the other children at the party " ; or, " I think there would be too many, if Mary and Alice were asked too, so perhaps we had better have them to tea by themselves some other afternoon." Mother does not need, always, to tell the children her private reasons for making such omissions.

Preparing the Invitations

Then comes the duty of sending out the invitations. Those children who are old enough to write should do this themselves as far as possible, the only help given being the writing of the envelopes.

Even when the children are too young to write, they may take a hand in preparing the invitations. Instead of buying ready-printed invitation cards, with pictures on them, procure plain correspondence cards and a sheet of the old-fashioned " scraps " which used to be so popular in the days not so very long past. The little ones may then spend a very happy and thoughtful afternoon cutting out the scraps, selecting special pictures for special little friends, and pasting

each neatly on to a corner of a card on which mother or nurse will write the invitation.

Tea and refreshments are always mother's sphere ; they should be Mother's contribution to the party.

The Programme of Games

Games and entertainments should also be suggested by the children themselves. Those who are old enough may prepare lists of all the jolly games they know—lists which mother and father can afterwards edit and amplify. The final list should consist of quiet and noisy games alternating—first a romp and then a sedentary game ; and any necessary music must be held in readiness, with somebody who can play it. Competitions and progressive games are always entertaining, especially when these are carefully thought out and display some originality in their conception. Many long mornings of a Christmas holiday may be occupied in preparing them, after the list has been decided.

If it is to be a competition-tea, then instead of asking each of the children to bring his or her own badge, the young host

or hostess might prepare a picture riddle for each young guest. The competition will then be a surprise, and each guest will have his own badge to decipher, as well as everybody else's!

Children should be taught at an early age to entertain their visitors instead of expecting *to be entertained*. Self-consciousness does not find a place in the make-up of the average modern child, and most little girls will be found quite ready to recite or to dance for their visitors, while the boys will enjoy preparing some conjuring trick or "stunt" which will amuse for a short time. If the example is set by the hosts, the guests will soon follow with their own contributions to the entertainment.

Older children derive an enormous lot of pleasure from learning a play and devising costumes—even the most primitive of costumes—with which to amuse their guests. Again, with an original turn of mind, they may invent a series of tableaux or some other unusual entertainment—which is far more delightful than having to fall back on the services of a professional entertainer.

Distributing Gifts

At many parties, especially at Christmas-time, a feature is made of distributing gifts. The purchasing of the gifts will naturally have to be undertaken by mother or father, for whilst the children have very strong ideas as to what their friends would like to have, they do not always realize that mother's purse and daddy's pocket are not infinite in depth !

When the collection of gifts has been purchased, the children can take a hand in allocating them ; in wrapping them attractively ; or in advising some special idea for their distribution—such as the arrival of Carter Paterson, or the postman !

The preparation of a party loses much of its terrors and becomes a very delightful occupation when the children, with their fresh enthusiasms and happy suggestions, are asked to help. And by planning the party on a definite basis, such as that suggested by the plan on page 12, the organization of a truly successful party becomes a very simple matter.



CHAPTER II

MANY KINDS OF PARTIES

WHEN a party for the children has been decided upon, one of the first problems to settle is : “ What kind of party shall it be ? ” An ordinary games party, with tea or other refreshments, is probably the easiest to arrange. But after all, an ordinary games party is not very original, and although it may appear to require less thought and preparation than any other kind, it happens to be the most difficult of any to bring off successfully.

On the other hand, one may plan a competition tea, a fancy dress party, a dance, or something entirely new and original.

Whatever it be, the first essential is to have every detail of the party and entertainment thought out and arranged beforehand.

Special Occasions

Special occasions and celebrations very often present the opportunity for giving a party. Every child regards his birthday as his own particular day in the year, and no plan for celebrating it could give greater pleasure than a birthday party. Christmas holidays always present the occasion for a long series of Christmas and New Year parties over a period of at least four weeks. There is a special all-embracing glamour about a Christmas party, which no other occasion can ever confer.

Parties which take place later in the year may very successfully be related to other calendar events, and be given some bearing on these events in their character and atmosphere. In February, for instance, a Valentine party for boys and girls would be rendered delightful with all kinds of old-fashioned games and Valentine customs, and with decorations and refreshments in the shape of hearts and other Valentine favours. Easter parties present wonderful opportunities for entertaining small children, while older girls

and boys can invent a terrific lot of fun for a Hallowe'en party on October 31.

Age a Deciding Factor

The solution of the party problem must depend to a large extent upon the age of the children for whom it is given. Small folk under four years of age appreciate only the very simplest of games, and like best of all to play with toys, especially toys belonging to other children which they do not happen to have in their own nurseries. From five years old to eleven, all kinds of games and romps will be called for ; and to prevent the children from all wanting to play several different kinds of games at the same time, a jolly big sister, mother or daddy, should lead the romps from a list which has been prepared beforehand.

From twelve years onward, dancing is always enjoyable, as well as a variety of competitions, and all kinds of guessing and mystery games. Fancy dress parties are always successful, for every child, from two years upwards, has a passion for dressing-up ; and the conglomeration of characters,

colours and materials, rouse interest and create atmosphere from the outset.

But the fact of its being a fancy dress affair, or a party planned for a special occasion, does not provide the entertainment, although either may set the keystone round which the entertainment is built.

Settling the Times

The time set for the beginning and the end of the party is also determined by the age of the children. For little ones under four, afternoon parties from 3 or 3.30 till 6 o'clock should be the rule. 6.30 or 7 o'clock is late enough for boys and girls up to twelve years of age; while between the ages of twelve and fourteen a dancing party will provide a special thrill if timed to last until 9 o'clock.

The modern child of fifteen and sixteen years old is very grown up, and would feel quite insulted if expected to go home before 10 o'clock in the evening! And for special occasions during the holidays, when some extra sleep may be had in the mornings, a late night now and again is quite permissible.

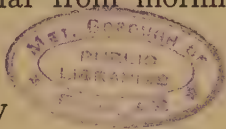
Parties lasting after 7 in the evening call for a sit-down supper or other substantial refreshments ; and if it is not desirable to provide two full meals, the times must be fixed accordingly. Parties timed to end at 9 o'clock might conveniently start at 5.30 with a supper interval at 7 ; for parties lasting later, the young people may be invited for 6 o'clock, and the supper interval fixed for 7.30.



PARTIES FOR THE TINY TOTS

Fond mothers usually give baby his first party on his second birthday, and a lovely pink cake with two candles on it is the great event of the afternoon. The tiny guests are all adorable, but apart from keeping them in order, and comforting them when they cry, very little can be done for their entertainment outside the provision of a big stock of cuddly and attractive toys.

Rides, of course, are great fun, and if it is possible to get a nice daddy or uncle to play at being an elephant, the children will have a perfectly wonderful time! Riding in toy motor-cars is far less attractive at this age, because it is too much like riding in the perambulator, so familiar from morning till night.

**The First Real Party**

The third and the fourth birthday party can, however, be a very different affair. The small guests already have a wider experience of animals, toys and games; they can give expression to their wishes and understand

stories. Nevertheless, toys will still provide most of the entertainment, so that with the exception of a jolly round game from time to time, the children should be allowed to amuse themselves with toys in their own way.

When the children are still so young, they are usually accompanied by mother or nurse, and the fact that all the mothers and nurses are generally present all the time, watching the little ones play, prevents the small boys and girls from enjoying themselves as wholeheartedly as they would were they not under constant supervision. Many small children under five years old will cling to mother's or nurse's skirts all the time, if these skirts are handy to cling to ; but if put in a large room with a lot of other children, and only one or two sympathetic grown-ups to take care of them all, they will soon forget about mother or nurse and have a thoroughly good time.

A special room should, therefore, be set aside for the entertainment of mothers or nurses, while the children are allowed to enjoy themselves—by themselves.

The children's tea should also be an entirely separate affair from that of the grown-ups, although the latter may want to be present while the little ones are eating and drinking,



A NURSERY RHYME PARTY.

in order to see that they drink enough, and do not eat too much!

What to Play

Some one with a gift for playing with young children should be selected to supervise the games and play in the nursery. A favourite game with tiny tots is "Ring o'

Roses," especially if there is a piano handy and the music stops suddenly when we "all fall down." "Oranges and Lemons" is a lovely game for three and four years old, as well as for children of a more advanced age; and the old-fashioned game of "Nuts and May" is not too difficult for the little ones either. A good variation of "Hunt the Slipper" is to let all the children sit in a ring, and give them a brightly coloured ball which must be rolled across the centre from one child to another in such a way that the one in the centre of the ring may not be able to pick it up as it rolls past. This is much easier for the little ones to play than hunting a slipper which is invisible most of the time.

"Blind Man's Buff" is fun if a grown-up is the blind man. Call him a bear, and the enjoyment will be still greater! Most small children do not care to have their own eyes bound up.

Between the romps animal stories might be told, accompanied by animal noises in which the children will soon join if there are not too many grown-ups watching and making them self-conscious.

A final romp can be arranged by playing "Follow my Leader." The children are formed into a long tail, holding on to each other's coats and skirts; somebody then strikes up a gay tune on the piano, while another grown-up leads the children at a run round the room, in circles, mazes, zig-zag, and all over the place. Whoever breaks the tail is "out."

A tiny tot's party usually ends with a "treasure hunt" or distribution of small gifts.

A Doll's Tea Party

Small children never tire of entertaining their dolls and toy animals, and little boys can quite well be asked to a dolls' tea party with little girls, if the boys will bring their teddy-bears or any other animal which happens to be in special favour at the moment.

Of course, the dolls' tea party must be an *affaire de luxe*, with everything provided in miniature. There will not only be tiny cups and saucers and plates for each of the dollies, but also, the dolls' tea-table will be decorated with miniature bunches of flowers composed

of forget-me-nots and other tiny blossoms ; there will be teeny-weeny paper serviettes for each of the dolly guests, and all the food will be in miniature. It is quite easy to cut tiny sandwiches ; dolls' biscuits may be baked from an ordinary recipe for biscuits, using a thimble to stamp them out before baking. Most manufacturers of jams and biscuits put up their products in tiny pots and miniature tins for advertisement purposes, and are prepared to provide a supply at quite a small cost.

Then, there will be small gift parcels for every dolly or animal—something for the dolls' house or the dolls' kitchen, or some wee article of doll's clothing which is easily and inexpensively made at home. A set of miniature handkerchiefs is both original and delightful ; and for toy dogs and woolly animals, smart collars and bright bows of ribbon make acceptable gifts. The children will have more pleasure in taking home these gifts for their toy friends than if the gifts were actually intended for their own use or play.

When little girls are old enough to use a

needle and thread, a dolls' fancy dress party makes a happy change. A competition could be arranged at the beginning of the afternoon by collecting all the dolls, and setting them out in a row for the children to guess what each doll is supposed to represent. A prize will be given to the child that guesses most, and another prize for the most originally dressed doll.

If any of the adults has an imaginative turn of mind, a play could be invented in which a number of the dolls take part—as in a puppet show—while the story is being told.

A Travelling Party

Another way in which to make the tiny tots' party more original and interesting is to arrange it as a Travel Party. In the nursery or room where the children will play, a double row of chairs is set side by side to simulate a railway train, with a big chair at the head for the driver. The driver will, of course, be Father or some other adult who knows how to play with children, and there will also be another grown-up person to act as

the guard with a flag and a whistle, and to sell and punch tickets.

Each of the children on arrival will receive a little silk or crochet bag with counterfeit money with which to go on the journey. It will be great fun buying the tickets, boarding the train, and having one's tickets punched. The flag is waved, and the whistle blows, and then every one all together makes a noise like the train puffing out of the station! After the train has gone on for a little while, it arrives at the first stopping place and all the children get out. The driver man has a list of all the stations and knows in advance what happens at each halt. The names of the stations and events might be somewhat as follows :—

1. *The Magic Forest.* The forest, of course, will be purely imaginative, but it should be full of toy animals, woolly ones, Noah's Ark ones, and others with which the children can play for a time, arranging them to fit into a jungle story which is being related. Before they get tired of this game, the guard blows his whistle and all the children hurry back into the train.

2. *The Games Garden.* Here we alight again and enjoy about twenty minutes of romping, playing games of the description of "Nuts and May" and others which have already been described on page 32. The train then goes off again, and by now it will be time for tea, so the next station will be :

3. *Tea by the Wayside.* Tea may be served in another room where it is already set, or a picnic tea might be spread upon the floor of the nursery. This is really much better fun. It does not take many minutes to spread a large cloth on the floor and provide a cushion or hassock for each of the little travellers to sit down on. Plates of bread and butter, sandwiches, cakes and biscuits are set on the cloth, with plates and cups and saucers for every one. When tea is finished and cleared away, we go off on the train again.

4. *Storyland.* The driver now pretends that the engine has broken down and has to stop for repairs ; so while he is busy with these the guard entertains the children with stories while they remain in their seats ; this provides the very needful rest after tucking in a big tea.

In homes where there is a wireless set and a loud speaker, the Broadcasting Company provides a ready-made entertainment !

After twenty minutes of quiet listening-in, the engine is all right again and the train proceeds to a station called Romps.

5. *Romps*. This station provides the opportunity for more happy games, and then the train is boarded for the last time and we arrive at the last station.

6. *Hidden Treasure*. At this stopping place children are told that treasure parcels have been hidden away by the fairies, in the hall and on the staircase, and that they may all get out and look for these packages. There will be one for each child, containing a small gift which it may carry home.

Nursery Rhyme Games

All small children are familiar with their nursery rhymes, and so, many pretty games may be devised round these. They are particularly charming when played to music. Take for instance, the well-known rhyme :—

Hey diddle diddle

The Cat and the Fiddle . . .

First play this on the piano, letting all the children sing it together whilst dancing round in a ring ; then allocate a part to each of the little ones. One of the children will be the cat ; another the fiddle ; and a third the cow, and a fourth the moon. One little boy will be a dog, and another child a dish, and the tiniest one the spoon. The tune will then be played and sung again, and each child, as it is mentioned, will play its part. The cat must say “miouw,” the fiddle must pretend to play, the cow must jump over the moon, the little dog should give a barking laugh, and finally the dish will run away with the spoon.

“The House that Jack Built” and other rhymes with various kind of characters, animals and other objects, can be similarly adapted.

Another way of playing these games is to give to each child a picture of the character he is supposed to represent ; for instance, in the rhyme—

A was an Apple pie,
B bit it . . .

A pudgy little red-cheeked girl would be

selected for the apple pie, and the children then line up and go through the rhyme, in alphabetical order. "A" sits down on a hassock; "B" pretends to bite her; "C" makes believe to cut her; "D" to deal her; "E" to eat her; and so on right through the verse.



"JACK, BE NIMBLE, JACK, BE QUICK."

Another good game is—

Jack, be nimble,
Jack, be quick
And Jack, jump over
The candlestick.

There must, of course, be a real candlestick to jump over!

For a Tiny Tots' Fancy Dress Party, the small guests might very well be asked to each represent a nursery rhyme character, and all kinds of nursery rhyme games will be most appropriate.



CHAPTER III

AFTERNOON PARTIES FOR BOYS AND GIRLS

YOUNG people of over six years old are already keen little critics, and while they have an enormous capacity for enjoyment, their faculty of discrimination is also sufficiently highly developed for them to pass judgment on whether a party has entirely fulfilled expectations, or not. Their powers of observation are keen, and many a hostess would be astonished if she could hear some of the frank opinions on her party expressed when the guests return home ! Children may be old enough to criticize very severely, and yet too young to make allowances.

There is no need for a children's party to be given on an expensive scale ; display and costly accessories mean nothing to them. But

—and we cannot repeat this too often—the party must be well thought out and carefully planned, so that every moment is occupied with happy entertainment. The party which turns out a failure is the one which *lags*, where the question arises, “What shall we play next?” and every child has some different suggestion to make, with no one to lead the games.

A certain measure of pleasurable anticipation can be aroused by the promise of a surprise or specially arranged entertainment, but the surprise will have to justify fully the curiosity aroused, otherwise it will fall very flat. Nor is it wise to keep the children in suspense too long, for their curiosity will prevent them from fully enjoying any other pastime. It is best to let a “surprise” be *really* a surprise.

Continuity for Party Games

Round party games are always the great stand-by, and again we must emphasize the necessity of being prepared with a list of good games and the accessories necessary for playing them. All kinds of suitable suggestions

will be found on page 124. Romping and quiet games should alternate, and the programme be so arranged that at least fifteen minutes after tea is occupied by a quiet game, unless a professional entertainment or some other "surprise" is being provided at this hour. A good romp to wind up a party always sends the children home in the best of spirits.

In order to make the well-known party games more interesting, why not try and plan an original "setting" for them, which will give to the party an air of continuity instead of making it merely an unrelated sequence of games. What is meant by the word "setting" is made clear in the following pages, which will probably suggest other original ideas to party hostesses.

From ten years old and upwards competitions and progressive games may be arranged to occupy a considerable portion of the afternoon—but not the whole of it. The best plan is to arrange for the competitions and competitive games *before* tea, and for round games or some other form of entertainment, after tea. The prizes are usually distributed at the very end of the party, although the

winners of the competition might well be announced during tea while the whole assembly is still gathered round the table. Suggestions for competitions and progressive games will be found on page 110.



A SAILOR PARTY FOR SMALL BOYS

Boys always want plenty of space, and the less furniture there is in the room the better. For a Sailor Party, they need a perfectly clear deck.

The invitations should read "For a Sailor Party," with a request that all the little boys be dressed in sailor suits or jerseys—page 87. Use an entirely empty room arranged as a sailing boat with its decks cleared. A clothes prop or some other tall pole should be fixed in the centre of the room, with sails made from sheets folded in triangles. There should be plenty of coils of ropes "on deck," a couple of pails and floor mops (such as sailors use), flags, a large dinner bell (to be used as the ship's bell), and if space permits, a few deck chairs to sit on.

A Sailor Party should be planned for a Saturday afternoon, or any afternoon when Father can be present to act as Captain of the good ship "Fun," and incidentally lead the games. He should, if possible, dress the part with oilskins and a false beard, to look as nearly as possible like a regular old tar!

Sailor Games

As each boy arrives on board, the Captain will assign to him his duties, and when all of them have arrived, the fun may begin. The games planned should relate as closely as possible to sailors' games and pastimes, and the



A SMALL BOYS' SAILOR PARTY.

following list will be found useful and suggestive:

I. *Morning Drill.* This should be made as amusing as possible by going through ordinary exercises, but having them performed in unusual attitudes and positions.

2. "*Stunts.*" There are many physical tricks, such as standing against a wall with the left shoulder, head and left foot touching the wall, and then trying to raise the other without altering one's position. Another trick is picking up a handkerchief from the floor with the mouth—hands and toes only being allowed to touch the floor.

3. *Apple Catching.* A row of apples may be suspended on strings from the "rigging," which the young sailors must try to eat with their arms tied behind their backs. Or the apples may be placed in a tub of water and the boys pick them up with their teeth—arms behind backs.

4. *Climbing the Rigging.* If the ceiling is supplied with a trapeze hook, a rope may be fastened to it for a climbing competition.

5. *Hopping and Three-Legged Races* are quite suitable for the sailors' playtime on board.

6. *Tying a Sailor's Knot.* Show the boys how to make a sailor's knot; then see who can tie the best knot most quickly. The knots then change hands and another test is to see

who can be quickest in untying the knot again.

The ship's bell is sounded at the start and end of every competition, and for the winner of the competitive games a toy sailing boat would be a very suitable prize.

It will now be time to clean up the ship, and as each sailor lad already knows his duties, this is very quickly accomplished. Meanwhile the Captain has sighted a strange coast through his telescope, and the ship reaches a desert island where everybody lands. The whole party now follow the Captain to explore the island, which is in an adjoining room, and is found to be not so deserted after all ! Tea has been spread, picnic fashion on a greensward, and the illusion of a tropical island may be given by surrounding the picnic spot with palms and other large indoor plants, some of which may be hired quite inexpensively from a neighbouring florist's. The young sailors squat down to a hearty meal and are waited upon by the " natives."

After tea they return to the good ship " Fun," and each sailor is expected to give a short (imaginary) account of his adventures,

after the Captain has broken the ice by telling a thrilling story of his own escapades. Then games till eight-bells is sounded, which means time to go home.





A LITTLE GIRLS' PARTY

A Mothers' Meeting provides quite a good theme for a little girl's party with competitions of a domestic character as well as games. Of course, each of the little girls is expected to bring a doll. The competition might consist of :

1. *Dressing the Dolls* in fancy costume with pins and pieces from a pile of materials, laces, odds and ends of ribbons and trimmings (from the rag box).

2. *Threading a Needle.*

3. *Trimming a Hat.*

4. *A Shopping Expedition.* A basket or bowl for each of the girls is placed at one end of the room, whilst the bowls of potatoes, peas, apples and other fruit and vegetables are placed at the other end of the room. Each child is given a small spoon and is expected to run backwards and forwards between her bowl, and "market" for three minutes. The articles may be picked up and carried in a spoon only, the left hand being kept behind her back. The little girl whose basket con-

tains most articles at the end of the competition wins.

5. *Cutting Out.* Coloured paper and scissors are distributed, and the children told to cut out aprons or other articles of clothing from the paper. A prize will be given for the best "trousseau."

Another feature of the afternoon, which will be very much appreciated, is making toffee or other sweets, of which each child is allowed to carry home a supply in a coloured bag of her own making.



FANCY DRESS PARTIES

Fancy costumes with their variety of colour and their suggestion of make-believe always create an atmosphere of gaiety at any party, be it in the afternoon or evening ; but, as already mentioned, they provide neither occupation nor entertainment. For a fancy dress party also, a programme of amusements must be prepared. This is very easily done, however, if the children are asked to come in costumes which will be in keeping with some particular idea that has been thought out.

For instance, the invitation might be for a Fairy Tale Party, each of the children being asked to represent whichever character they please in a well-known fairy tale.

Again, national costumes would make the basis of a very picturesque party, with games for every country, chosen and led by the girl or boy who represents that country. International alliances, contests and mock battles would form a feature of the games, and for the whole of the afternoon the children would be called by the name of the country which

they represent instead of by their own—forfeits being demanded from every child who forgets this rule.

A Bunch of Flowers

For very small children flower costumes are delightful, with old-fashioned games adapted to suit the character of the costumes. For instance, instead of the ordinary well-known game of Family Post, the game could be played by telling a story of a Bumble Bee's adventures as he flies from flower to flower, and as each little flower name is mentioned, the child representing the blossom must stand up, and when two names are mentioned the little ones must quickly change places.

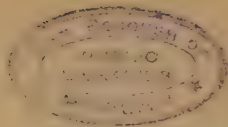
Nursery Rhymes also form a good setting for fancy dress, and all kinds of games can be played round nursery rhymes. Some suggestions have already been given on page 38.

In the Garden

Very happy fancy dress parties can easily be planned for the garden. Gipsy costumes are easy to improvise, and a camp of Red Indians makes an excellent setting for what

is perhaps the most popular of all fancy costumes.

The fear of involving guests in unwelcome expense deters many mothers from giving fancy dress parties—especially parties which demand a particular type of costume—but there is no need for such scruples if an “improvised” costume is specified in the invitation, or a paper costume is called for. Quite inexpensive and delightful costumes can be fashioned from rolls of coloured and printed crêpe paper, and these can be worn on more than one occasion.



CHAPTER IV

PARTIES FOR SPECIAL OCCASIONS

Birthday Parties

THERE is very little to say about birthday parties, because, after all, the birthday is of real interest only to the child whose anniversary it is. The principal feature of the afternoon is generally the iced cake with its array of candles, and table decorations in keeping with the special event. For the rest, the party must be planned like any other party.

It is often unwise to publish the fact that the occasion is a birthday party, because the announcement is tantamount to asking the guests to bring gifts. If the fact should happen to be known, and gifts are brought, then it is usual for the host or hostess to be

provided with a supply of inexpensive toys or other articles, which are distributed at the end of the afternoon in some novel way, for the small guests to take home.

A Good Wishes Card

A novel idea for a birthday party, and one which cuts out birthday presents, is to ask each of the children to bring a "good wish." A special card for this "good wish" is enclosed with the invitation card and the good wish card will be decorated either with a wish-bone, horse-shoe, or four-leaved clover. Each child is supposed to write his or her good wishes on the card, which may then be used as a card of admission to the party!

This idea is often very amusing when applied to older girls and boys. Many of them will give their good wishes a neat or humorous twist, which will provoke plenty of laughter when read aloud at the birthday tea-table.

Christmas Party Suggestions

Seasonable decorations are the principal feature of a Christmas party, with a big

Christmas tree, garlands of holly and bunches of mistletoe, crackers, and gifts for every guest. Old-fashioned games are the rule, with songs and Christmas carols ; but the list of games and music should always be held in readiness.

The Giant Cracker

An excellent way of distributing Christmas gifts, and one which the children thoroughly



enjoy, is by means of a giant Christmas cracker. This should be suspended across the centre of the room, where it will form a prominent feature of the party decorations—full of thrilling and mysterious promise throughout the afternoon.

It can be easily made in the following

way : Obtain some large sheets of thin cardboard, or corrugated paper, and bend these round to form two cylinders, one of which just telescopes over the other in the centre of the cracker. Fill the inside of the cylinder with smaller crackers, parcels containing gifts, balloons and coloured paper streamers. Then proceed to cover the outside of the whole cylinder with crêpe paper—red or some other bright colour, or possibly several colours—arranging the ends so that they look frilly and just like those of a real Christmas cracker.

A length of ribbon should be used to tie up each end with a bow and double knot, and an extra long end of ribbon, which reaches down almost to the floor, should be rolled up until it is time for the cracker to be pulled. The two lengths of ribbon are then let down and the children formed into two lines, each line being given an end of ribbon so that the cracker may be pulled—as in a tug-of-war. It will easily come apart in the centre where the cylinders overlap, and there will then be a veritable shower of brightness and of gifts !

A Christmas Gift Party

This might well form the basis of many Christmas parties. The invitation should contain a note that this is a Christmas Gift party for some particular Children's Hospital, Orphanage, or Home for Crippled Children, and each of the little girls will be expected to bring a doll which she has dressed herself, and every boy a toy which he has fashioned.

Instead of new toys, discarded toys in good condition may be asked for. Christmas time brings so many new gifts that this will be no hardship. Each child should attach a little Christmas wish to his contribution.

A large packing case will be placed in a prominent position in the hall, into which each of the children will put his contribution, and it will be great fun to see all the dolls and toys before the case is packed, nailed up, and addressed to its destination.

A Winter Sports Invitation

Sometimes it may be desirable to plan something more original than the time-honoured Christmas party. A novel idea

for a Christmas gathering is to arrange it as "Winter Sports."

The dancing room is festooned with jagged pieces of frosted cotton wool; the floor is sprinkled with frosting; and chairs and couches are all covered with white sheets and sprinkled with frosting to simulate snow. The lights should be enclosed in paper shades of green in order to simulate a northern light, and plenty of white confetti should be to hand for the guests to throw at each other like snow.

The party may either take the form of a dance, or an ordinary games party. If a dance, some of the numbers might be arranged as "skating" contests, and prizes given for the best display of exhibition "skating" (really dancing) both singly and in couples. For Lancers and other dances of this character, small bells should be worn to imitate the cow-bells on the Alpine slopes.

The surprise of the evening will come at the end, when some one disguised as a Polar bear or a snowman will creep out from underneath a frosted mound. This decorates one end of the room, and underneath it are

concealed gifts for all the guests. These the Polar bear will distribute, calling out the name of each guest in a deep gruff voice. The illusion of the Winter Sports party could, of course, be carried further, if the guests were asked to come in suitable fancy costumes.

New Year Parties

These are similar to Christmas parties in character, and the Christmas decorations generally do duty for New Year parties. Festoons of silver bells cut out from silvered cardboard, and added to the decorations with a few real bells to "ring out the Old and ring in the New," will form a special feature of the decorations.

As New Year is the occasion of good wishes, the "Good Wishes" idea described under the heading of birthday parties, might be applied to the New Year party.

A seasonable entertainment can be provided in the form of a pageant, portraying the events of the old year, either in the form of short scenes, or in tableaux which have been rehearsed by some of the older children.

Those of the guests who form the audience will be expected to guess what events the tableaux represent. A prize will be given for the highest number of correct answers. At midnight, all the bells should be rung and the New Year greeted with "Auld Lang Syne."

Easter Parties

Easter is a very pretty time of year for giving a party to young children. Toy bunnies and chickens form the chief attraction, and chocolate or coloured eggs in egg cups, containing some surprise, will form the principal item on the refreshment menu.

Easter eggs of various sizes should be hidden about the rooms, or, if the weather is fine, in the garden. The little visitors will be told of how the Easter bunny came to the house last night and hid a lot of eggs for all good little girls and boys, and the children will then set out to find them.

In order that the eggs should be equally distributed at the end, all the eggs which are found should be placed in a large basket of which Mother has charge, and she will

mark up a point to each child as it brings in an egg, so that the one who finds the most may receive a prize in the form of a specially large egg, or Easter bunny, or other appropriate gift.

A Hallowe'en Party

Hallowe'en (Oct. 31st) being by tradition a "spooky" occasion, is hardly suitable for a party of young children, but it certainly provides plenty of fun for boys and girls of fifteen years old and upwards.

The house where the party is being given should be made to look as "spooky" as possible. The lights in the hall could be covered with green paper shades, through which a dim and eerie light will penetrate. Ghosts might be rigged up in various places, and the guests should likewise be arrayed in white sheets or black dominoes when they arrive.

At the foot of the stairs may be placed a ghost with a basket containing folded slips of paper, of which each guest should take one. A notice is placed over the basket with the words "See what will happen to

you to-night," and each slip of paper contains some prophecy of dire or humorous import.

When all the guests are assembled and the fun is about to begin, all the lights are mysteriously turned out and a ghostly voice makes some announcement through a megaphone such as "the ghost of Hallowe'en is about to enter."

An eerie silence follows this announcement, and the lights mysteriously come on again. Now begin a series of games with a bearing on the customs and observances of Hallowe'en—games which have to do with fortune-telling and the prophecy of who will be sweethearts.

Roasting nuts and Apple Ducking are very ancient rites. The apples are floated in a tub of water, and have to be seized with the teeth.

Lead Casting

Lead Casting is an entertaining way of telling fortunes. A pot of molten lead is placed upon the hearth next to a bowl of cold water. Each of the guests lifts a spoon-

ful of lead out of the pot and drops it in the water, where it will solidify in a curious shape. It is great fun trying to identify what the shape resembles—sometimes it is merely tears, sometimes a small motor-car may be identified, sometimes a quaint little mannikin or tiny lady. One of the party should be selected to preside over the bowls, and identify the small lead casts, at the same time translating the prophecy of each.

A good round fortune-telling game for Hallowe'en is spinning a knife. Every one sits in a circle round a knife which is placed on a flat tray. One of the party asks a question such as, "Who has a secret vice?" The knife is spun, and when it stops, will point at the culprit, who must then ask the next question. This game can be played for some time until nobody can think of any more personal questions to ask.

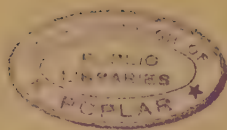
Hallowe'en Refreshments

Later in the evening the guests should again be plunged in darkness, and when the lights are turned up again, the table is set with an array of dishes all covered

with white napkins. When these are removed it will be found that refreshments have been served.

If supper is served in an adjoining room, the guests should be led in darkness up and down stairs, through corridors, and in and out of rooms, ultimately coming to a standstill in the darkened supper room, where the lights are then suddenly turned up.

To commemorate the party, each guest will be asked to write his name in a ghost book, with ink and a quill pen. While the signature is still wet it is folded through the middle, and the blotted name thus assumes a quaint and ghostly appearance.



CHAPTER V

GARDEN PARTIES AND SPORTS

OUTDOOR parties include both garden and picnic parties. The latter, however, need hardly be dealt with at length, because a picnic (unless it takes the form of a long cross-country ramble) is generally no more and no less than a garden party held in some wide meadow or wood, away from home.

For a garden party to be successful, it should take place in a large garden with plenty of clear space for sports and round games—and given a warm and sunny day the children will be sure to enjoy themselves.

Among popular garden games are those which involve tugs-of-war, such as "Oranges and Lemons," and "London Bridge." "Scotch and English," "Hide and Seek,"

“Touch,” and other kinds of running games, are all suitable for large gardens. Ball games are popular with older children, and can be played in many ways. Rounders is one which is too well known to need description. All kinds of games are described in Chapters IX and X.

Tea in the Garden

Tea may either be served on long trestle tables, or picnic fashion on the lawn. Garden parties always stimulate big outdoor appetites, and the bread and butter and sandwiches prepared for out of doors, are generally cut thicker than for indoor festivities. Nor are the cakes and pastries provided quite so frilly and creamy as those set out on a daintily laid dining-room table. No garden party menu is ever complete without strawberries and cream or other fruit in season, or a big dish of fruit salad.

A Gipsy Camp

A very happy idea for a garden fête is to ask all the children to come in an improvised gipsy costume. The activities of a gipsy

camp will form the basis of the afternoon's entertainment. Material for pitching tents will be provided, while the kettle for tea must be boiled over a log fire, or primus stove, suspended from three sticks, gipsy fashion.

Coils of wicker may be provided for basket-making contests, and each child will be delighted to carry home his or her basket, filled with berries or posies of wild flowers.

For very large parties, or school fêtes, it may be possible to hire a roundabout and swings from some local fair; and for the rest, the time will be filled with ordinary outdoor party games, to which a gipsy flavour can be imparted.

A camp of Red Indians is another happy thought for an outdoor fancy dress party for both boys and girls. Races and round games are all suitable pastimes for Red Indians, and camping activities and tea will form pleasant interludes.

A Flower Party

A Tiny Tots' garden party may take the form of "a flower party," each of the little ones being dressed as a flower. Besides

playing games, the children will indulge in such competitions as making posies, daisy chains, and wreaths of leaves—the latter being made by pinning together leaves of equal size, with pins broken off short dry twigs. The little girls can then do flower dances.

Ball games in which the names of flowers are called are easy for small children to play. The child called has to catch the ball and throw it up again, calling the name of another flower whose turn it now is to catch and throw.

Organizing Sports

Competitive sports are usually the principal event of an outdoor party, but they are very rarely properly managed, and often degenerate into an unorganized scramble.

There should be at the least two organizers—a starter and a judge. The space dedicated to the races must be kept completely clear, and if there is no natural boundary line, a rope should be stretched along the lawn or a piece of white tape fastened down on each side ; and *always* there should be a

clear boundary line to mark the winning post.

An ordinary step-ladder or some other elevation must be provided for the judge, so that he may sit in state and get a clear bird's eye view over the whole race course. Every competitor in the races should be provided with a number, which is pinned on to him both back and front ; the numbers must be large and clearly drawn in black on white. The starter must have a whistle, and the judge should be provided with a notebook in which to set down the numbers of the winners of each event. Handicaps may be given for age or physical discrepancies. Spectators, and all others not taking part in the race, must be kept strictly outside the boundary lines.

Programme of Events

Most of the races are too well known to require much description. The list suggested below makes quite a useful programme :

1. *Flat Racing*, from point to point. If the course is a short one, the race should be run there and back.

2. *Obstacle Races*. For these, ropes may

be stretched across the lawn, and logs, baskets, and other obstacles placed in the way of a smooth course.

3. *Three-legged Races.* These are, of course, run in couples. This race is very funny if a tall and a short person are bound together !

4. *Four-legged Race.* This race is run with hands and feet touching the ground, but not any other part of the body. If the knees are put down, the competitor is disqualified.

5. *Spoon Race.* Each competitor has to pick up a potato, a piece of coal, or other irregularly shaped object, with a teaspoon and carry the object on the spoon to the winning post, whilst holding the other hand behind his back.

6. *Jumping Contests.* Running jump and high jump are always popular with boys as well as with young girls. Smaller girls prefer skipping contests.

7. *Sack Race.* Each of the competitors is put in a sack, which is tied under the arm-pits, and the race is then run in the ordinary way.

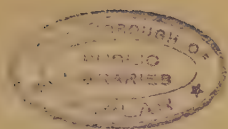
8. *Hopping Races.* (a) Competitors assume a sitting position, and then hop like

kangaroos on both feet together from point to point. (b) Hopping on one leg.

9. *Cock Fighting*. Each boy sits down on the ground and pulls up his legs. His hands are clasped round his shins, and a stick is passed through, over the arms and underneath the knees. Each "cock" is then placed opposite his opponent with toes touching, and the contest consists in one trying to trip up the other, without unclasping the hands. The winner of each couple plays the winner of the others, down to the final contest.



COCK FIGHTING.



CHAPTER VI

DANCES FOR YOUNG PEOPLE

DANCING parties for children and young people differ in many respects from a dance given to older folk. Young men and women want to dance, or sit out, with their partners all the evening, but children prefer more variety.

An equal number of girls and boys should be invited, and dancing programmes are always a necessity at children's dances—in spite of the remark of the small boy in *Punch*, who says to his mother, "I think they're silly, these old-fashioned programmes. You get booked up; then half-way through the evening you click with somebody, and there you are—absolutely done!"

The Chief Essentials

A good dancing floor and good music are

the chief essentials. The best floor is, of course, of polished wood or parquet ; failing this, a drugget must be very tightly stretched over a carpet and fastened down firmly at the wainscoting, so that there may be no loose edges over which the dancers might stumble. Either floor or drugget should be frequently and profusely sprinkled with French chalk to give additional smoothness.

For a large dance it is best to engage the services of a professional pianist, or even a small jazz band of about three members. For a small and more intimate party a good gramophone, with a plentiful supply of up-to-date dance records, serves the purpose very well. In either case, the sequence of the dance music should be decided before the party.

The Programme of Dances

Those dances which are most popular at the moment should figure on the programme in the proportion of two to one, the remaining numbers to include waltzes, one and two steps, polkas, and other old-fashioned dances which young people still enjoy.

Four-cornered dances, such as Lancers, should also be included for young people, and a dance such as Sir Roger de Coverley, a barn dance or a cotillion. The cotillion should, however, be danced only if there is some one who knows the figures intimately and is able to lead the dance. It is one of the most delightful and sociable of all party dances, and the favours which are distributed give it additional charm.

As a special interlude, one or more of the couples may be invited to do an exhibition dance, or a little girl will consent to do some fancy dancing.

Novel Ways of Choosing Partners

There are many novel ways of choosing partners which provide lots of fun and entertainment. One way is to blindfold all the men, who must then try and catch a partner without seeing who she is. As soon as he has caught her he may remove his bandage. Another way is to place all the girls behind a curtain which is stretched across one end of the room. Only a foot or a hand of each girl may be shown, and the boys select their

partners in this way. Or the procedure may be reversed, the men being hidden while the girls each choose a hand or a foot.

An unusual idea is to distribute short lengths of ribbon in different colours, one set being handed round amongst the boys, and a duplicate amongst the girls. Each selects a piece of ribbon and those who have selected similar pieces pair off for the next dance. A similar method is to prepare badges in couples, such as :

- | | |
|-------------------------|--------------------------|
| (1) Jack and Jill ; | (4) Fish and Chips ; |
| (2) Bubble and Squeak ; | (5) Pip and Squeak ; |
| (3) Romeo and Juliet ; | (6) Dante and Beatrice ; |

and so on. Badges bearing the first word of each couplet may be distributed amongst the girls, while the boys will have the second word of the couplet. The partners must then find each other. These badges may also take the form of pictures which are cut in half, the girls wearing one of the halves, the boys the other.

Musical circles is another way of choosing partners ; the girls join hands and form an inner circle, the boys form an outer circle.

The two rings dance round in opposite directions to the music, and when the music suddenly stops each child must take the partner who happens to stand opposite at that moment.

More Variety

A "flirtation" dance is always popular and amusing, and is quite easy to arrange. Boys and girls pair off, and must then change partners quickly whenever the music stops. And the music does stop very often and at very odd places!

Kiss or hiss is an amusing game if played as an interlude. The girls all go outside the room and the boys, who remain seated, each select a partner. Each girl comes in separately and must curtsey to the boy she thinks has chosen her. If her guess is correct he dances with her; if not, she is hissed and has to go out of the room again until the other girls have had their turn. The game can be reversed, the girls remaining inside, and the boys going out.

"Spot dances" might form another feature of the evening. A special spot is marked out

on the floor, and a prize given to the couple who happen to be on this spot most frequently when the music is stopped. The dancers must, of course, be kept moving all the time.

A good competition at a dance is guessing the names of popular dance tunes. Even when melodies are very well known, few people can give them their right names ; so this competition is by no means an easy one. Each of the guests is given a pencil and a card with about twelve numbers ; snatches from a dozen different popular tunes are played, and one guess only may be recorded against each number.

Except for really serious competitions or exhibition dances, the prizes might be of an amusing character. Fancy caps with bells, paper ruffles, and other humorous favours, which can be worn and add to the gaiety of the party, are always a happy choice. Children also enjoy coloured paper streamers to throw and wind about each other whilst dancing.

The Supper Interval

The supper interval is usually arranged for the middle of the evening, when either a sit-down supper or substantial refreshments are offered. There should, however, be a buffet of easy access throughout the evening, where plenty of wholesome and refreshing drinks as well as other refreshments are served.



CHAPTER VII

SENDING THE INVITATIONS

IS there any greater thrill for a child than to receive a letter through the post addressed directly to himself!

Whoever has lived with children knows that there is not. And so, although it may be a simple matter to give verbal invitations or distribute written or printed ones by hand—a wise party hostess will indulge in the small extravagance of letting the postman act as her carrier.

Then let her consider next the effect of the missive when opened. Will it look ordinary—like an invitation to any other party—or interesting and novel, giving promise of a party which is going to be different from, and more delightful than any other party that has ever been!

SENDING THE INVITATIONS 83

A little letter written on plain notepaper is, of course, quite adequate :

DEAR POLLY,—

We are giving a party on June 2nd at 3.30 o'clock, and hope you will be able to come too. Please let us know.

With love from

MARY and JACK.

or,

I do hope you can come to my party on June 2nd, 3.30 o'clock. Please come early.

With love from

JOAN.

But such letters might quite well be classed amongst the invitations that are ordinary.

Printed Cards

As an alternative, there are ready-printed invitation cards, which can be obtained at any stationer's, with a floral decoration or quaint pictures of little boys and girls. They generally read as specimen on following page, and these invitations, although not exactly original, are already more interesting than an ordinary letter, because of the little picture which they carry.



DEAR.....

We shall be glad if you will come to tea
on from o'clock to o'clock.

Please come.

Love from,

.....

Miniature notepaper and envelopes are very pretty when used for party invitations to tiny folk or for a dolls' tea party. And we have already described how even the youngest members of the family can take an interest in preparing the invitations when plain correspondence cards are used, decorated with scraps or coloured pictures neatly pasted on.

Of course, for an ordinary uninspired kind of party, an invitation couched in conventional terms will do, but for a party for which some special and novel plan has been devised,

an original invitation should be sent which will arouse a feeling of pleasure and enthusiasm.

Invitations in Verse

Invitations in verse are always rather delightful, and are far more appreciated than just a plainly worded letter. Most children and young people have a gift for rhyming, and could turn this to good account by devising a neat little verse or jingle which would not only impress the recipient, but also stimulate him to reply in verse ! Below are a few examples of rhymed invitations, which may give an impetus to other budding poets :

For a garden party the following little verse is written on a coloured correspondence card, decorated with a pen sketch of a smiling Sun :



The Sun has promised to shine all June,
So we're giving a Garden Party soon,
The 12th is going to be the date,
At 3 o'clock. So don't be late.

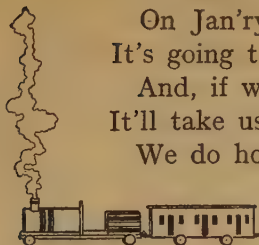
For another garden party given to small children on the occasion of a birthday another little verse was used :

In our garden, under the trees,
It is shady and flow'ry, and there's always a
breeze ;
And the fairies have promised us, at last,
To spread for small Polly a birthday repast.

Invitation to Stimulate Interest

Chapters III and IV deal with some parties which are built around a central idea to give continuity to the whole party. For this type of entertainment, original invitations in verse are particularly suitable. There is, for instance, the "Travel Party" for tiny tots described on page 35. Little folk will look forward to such a party with great enthusiasm after receiving an invitation card decorated with a picture of a railway train belching volumes of smoke, and the following little verse :

A Puffer train leaves our house
 On Jan'ry 9th, 3.21,
 It's going to visit a magic wood
 And, if we promise to be quite good,
 It'll take us all to see the fun!
 We do hope you can come!



For the boys' Sailor party, described on page 46, the following invitation might be used:

Will you a jolly sailor be?
 Then wear sailor clothes and come to tea
 At our house on Feb'ry eight,
 And mind that nobody is late.
 Daddy will be captain of the ship "Funlands"
 And at three o'clock will be taking on hands!

Another party already described is a garden party planned as a Gipsy camp. Such a party deserves to be announced in a less conventional way than by an ordinary invitation by letter. The spirit of the party is contained in the following jingle:

On June 20th, in our garden at three,
 We are having a raggle-taggle gipsy tea,
 Wear gipsy costume and gipsy mood—
 There'll be lots of fun, and some gipsy food.

“ Admission Cards ”

Again, if a Good-Wish party is planned—either for New Year or for a birthday—here is a neat little verse which could be adapted with very little alteration to suit either occasion :

This card is for your New Year Wishes,
And admits you to my party.
So write whatever wish you have,
And mind that it is hearty !

The date is January One
The day when New Year is begun !

This card should be decorated with a small horseshoe in one corner ; or a larger one, in the centre of which the little verse is written. Or a wishbone would be an appropriate form of decoration.

Another idea for an “ Admission Card ” is to write a Limerick, leaving the guest to fill in the last line, which will gain for him admission to the party—and also a prize for the winner of the best Limerick.

Unconventional Letters

That there is no poet in the family need be no reason for sending just a conventionally

worded letter. A prose letter can also be original and strike the keynote of the entertainment.

For a Hallowe'en party, for instance, the invitation should assume an eerie character. Here is a sketch of a ghost which might thrill even the most dauntless, and the letter :



DEAR PHYLLIS,

This is a picture of the Ghost who has promised to come to our Hallowe'en party on October 31st, at 8 o'clock.

Do come and see him walk. But please try not to frighten him, as he is a very timid ghost.

Love, etc.

For a Valentine party, we might use a letter such as this :

DEAR MICHAEL,

Do come to my Dance on February 14th at 6 o'clock to meet your Valentine. You will recognize her by the ribbon she will wear—of which I am sending you a small piece in this letter.

Please don't disappoint her.

With love,

.....

A similar end of ribbon will, of course, be enclosed with the invitation sent to one

of the girls—different ribbon being used for each couple. Or half of a cut picture might be pasted on the back of one invitation card and the corresponding half on the card of one of the girls. These cards must then be worn as badges.



CHAPTER VIII

PREPARATIONS AND DECORATIONS

SPACE—and still more space—is one of the first essentials of a successful party! So the first point to attend to when preparing for the party is to provide as much room as possible for dancing or games.

The nursery is generally the best place for the smallest folks' parties, because it contains the toy cupboard—that treasure store of constant interest. It is quite a simple matter to move the nursery table from the centre of the floor on to one side—perhaps take it out of the room altogether. The rest of the nursery furniture can be so placed that the centre of the room is quite clear.

It is generally best to set the tea in another room, because not only can the table be prepared before the party, but also the

children will be less likely to tire of being confined to one room for a long space of time. A supply of pretty "feeders," instead of the usual paper napkins, which are hardly suitable for very young children, shows thoughtfulness, and the children will be delighted if they are allowed to take these feeders home with them, as a souvenir of the party.

For older children, the largest room in the house should be prepared. This generally means clearing it, as far as possible, to allow the greatest possible area for games or dancing. Most important of all—remove all valuable ornaments or anything that is liable to be knocked down, upset or broken.

A few chairs, pouffes and other seating accommodation may be left to line the walls, and the piano should be shifted into a position where it will take up the least amount of space.

General Preparations

In the corner screened by the piano, all games and dance accessories, which may be needed in the course of the afternoon or

evening, could be placed. These may consist of dance music or gramophone records arranged in proper sequence ; songs or other incidental music to be used in conjunction with the games which have been planned ; a silk handkerchief for " Blind Man's Buff " ; the cobbler's shoe ; a whistle for the whistle game—if any of these games are on the programme—and anything else that may be called for. At most parties there is generally a scramble, a long hunt and a long wait, when any accessory for a game is needed.

For a room which is carpeted, a drugget of the right dimensions must be hired betimes to cover the whole floor for dancing. Even for an ordinary games party, a drugget is very useful if the carpet is at all delicate or valuable—or perhaps already threadbare.

Tea, supper, or refreshments should be served in a separate room, and one or two of the bedrooms prepared for use as cloak rooms. In winter and cold weather fires should be lit in these rooms also.

Sufficient Helpers

Another important point to remember

when preparing for the guests is to arrange for a sufficient staff of helpers. One maid should be detailed to open the front door, and to show guests to the dressing-rooms until all of them have arrived. A second maid should be in attendance in the dressing-rooms, and escort the visitors to the reception-room when they are ready.

During meals or refreshments, one or two maids must be kept in the kitchen all the time for the purpose of dishing up, replenishing supplies, or washing cups and dishes, while there must also be sufficient staff to ensure all the young people being waited upon promptly in the dining-room. A useful basis to go on is—two persons to serve at a side table, and one helper to every ten guests.

It is very seldom that the usual household staff is sufficient, but for children's and young people's parties, intimate friends are always ready to come and help *if asked to do so in good time*. This point of organization is very essential to the smooth and efficient running of the party.

Paper Decorations

The keynote of party decorations for children of all ages is plenty of colour and plenty of light. At the same time, the decorations must be of such a character that they will not be in the way, nor give rise to any accidents. They should be placed high up, where they are out of the way and yet visible all the time.

Very pretty effects can be obtained with paper decorations, which are quite inexpensive and can be used over and over again. Rolls of coloured crêpe paper are splendid material to work with. This paper can be used in its entire width for table decoration, or in rosettes for fixing up garlands; or again it can be used for lamp shades of different colours.

When cut in narrow strips, crêpe paper is useful for all sorts of purposes. The easiest way to make the strips is to cut the pieces of paper—before unrolling them—into narrow chunks of the desired width. Each streamer is then separately unrolled and ready for use.

Paper garlands may be used round the

walls and stretched from the chandelier in the centre of the room to each corner.

A Shower of Pretty Colours

A more elaborate scheme, and one which is very effective, may be carried out by stretching rows of string across the room in both directions as closely as possible, forming a kind of netting. Then obtain some reels of narrow coloured paper, such as is used for streamers at dances and on New Year's Eve. Hang various lengths of these over the netting all over the room, and the result will be a shower of many colours !

These streamers may be interspersed with coloured balloons—to be distributed at the end of the party—and for an evening party, Chinese lanterns suspended from the netting at intervals, will produce a very bright and happy effect. Paper lamp-shades of different colours should be used for the lights—but the paper must not be allowed to come near any unprotected flame.

This multi-coloured ceiling can be arranged at any height, and if arranged two or three

feet below ceiling height, adds considerably to the intimacy of a very high room.

Flower and Garden Decorations

In the country, where branches and flowers are easy to obtain, very delightful decorations may be devised by making garlands of leaves fastened to the walls with big bunches of many-hued flowers. A canopy of twigs fastened to the string netting already described, with coloured lanterns suspended below, will give to the whole affair a delightfully rustic effect.

A garden requires no additional embellishment for a daylight garden party, but coloured lights add greatly to its charm by night. It is quite a simple matter to arrange with a local electrician to fasten up strings of coloured lights around the garden and in the trees. Failing this, hang up some fairy lights and Chinese lanterns, provided with night lights instead of ordinary candles, which burn down too quickly.

Christmas Decorations

At Christmas time the decorations almost

always consist of time-honoured holly and mistletoe branches, and the more red berries and red ribbons there are, the brighter will be the effect ! A large room can be attractively decorated by placing a very tall Christmas tree in the centre, or to one end of the room. From the top branch of the tree, red and green streamers are stretched in all directions, with streamers of ribbon or paper hanging down the walls in various lengths.

Frosted cotton wool is always very effective for Christmas decorations. It must, however, be remembered that this stuff is highly inflammable and should not be used near any unprotected flame.

Frosted cotton wool can be very effectively employed to form a mound of snow from out of which the Christmas tree is growing, thus hiding the ugly red pot or wooden barrel in which the tree is planted. Tiny manikins, snow men, dwarfs and little animals may be placed upon the mound to give the snowscape a quaint and realistic aspect.

Decorations for New Year parties are very similar, but should be made more seasonable by adding groups of silver bells, with a real

chime in the centre of the room, where it can be rung at midnight.

At Easter Time

At Easter time, decorations of spring flowers and branches laden with blossoms are most seasonable. A large Easter bunny presides over the party from a pedestal at one end of the room.

Suitable preparations for "stunt" parties have already been described.



SETTING THE TABLE

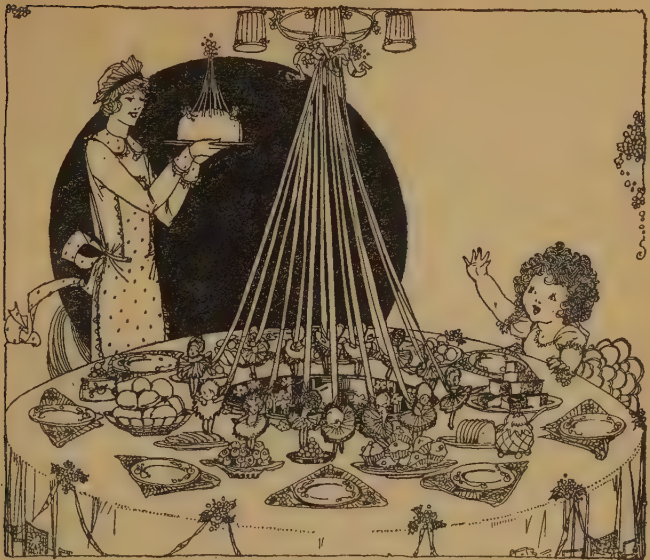
Even when nothing in the way of special embellishment has been done to the rest of the house, the table must always be daintily set and attractively decorated. At parties for adults there are conventional standards of table-setting, which must be followed, and it is merely in the choice and arrangement of flowers that a note of originality may be struck. But at children's parties things are very different! Originality has full play, and fancy a wide field over which to roam. In fact, the more original and fanciful the table decorations, the more delighted will the children be!

It will, perhaps, be best to accentuate first of all the rules which hold good for the laying of every table for a children's party.

1. It must be colourful, not only in the decorations but also in the food which is served.

2. The table should not be over-laden with plates and crockery. Set one plate at a time, removing this when another is put down.

3. The table decorations should be low, i.e. no tall vases of flowers across which the children cannot see



MAYPOLE TABLE DECORATION.

one another, nor anything else which is liable to be upset if the table should be knocked or shaken.

4. There must be sufficient room to seat each of the children comfortably.

When the ordinary dining-table is not large enough to accommodate all the small guests comfortably, the best plan is to move this out of the way and use it as a service table only. Then get a caterer to send sufficient trestle tables and forms to seat all the children. These trestle tables are long

and narrow, so that even in the smallest dining-room, several tables can be placed side by side. Also more children can be comfortably seated on forms than on chairs, each of which takes up a great deal of room, and is often too large for one small child.

Table Decorations

It is quite easy to set the table most attractively with only the simplest of materials—a plain white table-cloth, a few rolls of coloured crêpe paper and some flowers.

After spreading the cloth in the usual manner the crêpe paper can be used in a variety of ways :—

- 1 Quite simply as a table runner spread along the centre of the table from end to end.

2. As a centre piece with large table mats to match—one under each child's plate.

3. Cut in strips an inch or inch and a half in width, and fastened across the table in both directions at regular intervals to form a pattern of checks. This arrangement is most effective when papers of two or three different colours are combined (say) red, green and blue ; or pink and green for a birthday table ; or red and green at a Christmas party.

Green and yellow are charming in spring time, when the centre of the table may be sprinkled with

fresh primroses. The combination of purple and green is pretty when used with violets.

4. A piece of coloured crêpe paper in the centre of the table on which is placed a low bowl containing flowers. Narrow strips of paper in one or several colours are fastened down from the bowl to each child's place, each ending with a tiny vase of flowers or a posy to match the centre piece.

On the white cloth and coloured paper checks, nothing looks daintier than sprinkled flowers, whilst another pretty idea is to fasten a tiny gold star or flower-head where the strips of paper cross.

Paper Cloths and Table Napkins

Paper table-cloths can be purchased specially designed for children's parties with paper napkins to match. These require no extra decoration. Paper napkins are a necessity, whatever kind of table-cloth is used, and it is easy to choose from the variety of designs with nursery rhyme pictures, Kate Greenaway figures, flags of different countries, and many other attractive patterns.

Children also appreciate little individual favours, either in the form of a posy, a small

gift, or an original place-card. For use at Christmas, there are crackers specially designed to be used as place-cards with space for writing the name of each child ; for ordinary occasions little cardboard or carved wooden figures may be purchased, or a coloured paper flag used to mark each place, with the child's name written on it.

Maypole Table Decoration

Brightly coloured ribbons or strips of coloured paper are carried from the chandelier to the table at equal intervals. Where they are fastened down on the cloth, tiny dolls or small toy animals are placed to carry out the Maypole idea. It is quite easy to make the little paper dolls if real dolls are too expensive.

The birthday, or other principal cake, is placed in the centre of the Maypole directly under the chandelier.

If the centre light is too small, a wooden hoop could be suspended from the ceiling from which to hang the decorations. The hoop will have to be covered with ribbons or coloured paper, or with a garland of leaves

and flowers. It can then be utilised for the Maypole decoration, or to suspend coloured ribbons of different lengths with brightly coloured toys and crackers—forming a kind of shower. The table itself should be strewn with similar objects, which will appear to have already fallen from the magic circle.

For Small Children

For a young children's party, a farmyard can be staged as the central feature. Spread a field of green crêpe paper, surrounded by a little low fence. Place a little house in the centre and dot a selection of animals out of the Noah's Ark all over the field. Tiny flowers can also be sprinkled on it, or green paper with a floral design used instead of the plain paper.

For a small boys' tea party, a novel idea is to lay the rails of a toy railway all round the centre of the table, and then arrange the engine so that it will carry a small platform on which light dishes of biscuits, chocolates or sweets can be carried. Or, a series of trucks could be filled with different kinds of dainties. The engine when wound up will

carry these round past each of the guests, who will try to help himself as the train passes !

Birthday Party Table Decorations

The central feature of a birthday table is always the cake with its array of coloured candles—one for each year. By way of a change, large candles of various colours, set on the table itself round the cake, could be used instead, and remain lighted throughout the meal. In conjunction with this idea, several of the guests may be asked each to tag a wish to one of the candles, with the idea that the candle that burns down last will indicate the wish which will come true before the end of the year !

The colour scheme for a birthday party is usually pink and white, with perhaps a touch of green. Spread a white table-cloth with a runner or other foundation scheme of palest green. In summer time the whole of the table could be sprinkled with pink rose petals, with a pink-iced cake set in the centre and a bowl of pink roses towards each end of the table. Pink silk ribbons stretched

from the cake in the centre towards each place, and fastened down with a rose for every guest, makes a pretty scheme.

When roses cannot be obtained, carnations or any other pink flower may be used instead.

The place cards may be cut in the form of horse-shoes and used for a message of good wishes, which should be written while tea is being poured. The cards are then collected and the messages read aloud. This suggestion is not, of course, suitable for very young children, but for young folk over twelve years old it provides lots of fun.

A Christmas Table Suggestion

While green and red paper and ribbon decorations with holly and mistletoe, and plenty of crackers, are the usual formula for most Christmas tables, there are other less conventional ideas which are quite in keeping with the season.

The whole of the centre of the table may be covered with frosted cotton wool to simulate snow. Round the edge of the snow a garland of holly leaves and berries could be laid. A white-iced Christmas cake, surmounted by a

little white figure riding a snowball, or some other tableau representing a winter sports scene, will form the principal feature of the landscape.

Small branches from the Christmas tree can be planted to make the whole look more realistic, with a mirror and skating figures to simulate an ice rink, and small Polar bears and other little white animals dotted about. The lights should be covered with red shades, made from paper, to represent the midnight sun.

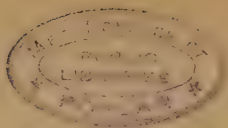
For Other Special Occasions

Let the table decorations be in keeping with the occasion, as far as possible. For Easter, bunny rabbits and baskets of Easter eggs may be set upon the table, while tiny chickens and coloured eggs, suspended on bright ribbons from a hoop, look quaint and seasonable.

Another idea is to have a huge chocolate brood-hen sitting on a basket in the centre of the table. When she is lifted, there will be found an egg for each of the little guests, containing a furry chick.

For the dolls' tea party, a doll's tea cup might be set next to that of each little girl-mother. For a small boys' party, a little wooden boat with paper sails, set in each place with the boy's name written on the sail, gives infinite joy.

These suggestions should be quite sufficient to stimulate other original ideas when setting the table for children's parties.



CHAPTER IX

COMPETITIONS AND PROGRESSIVE GAMES

EVERYTHING is new to each successive generation. Games which seem old-fashioned and out of date to those who have played them in a long-ago childhood, are new and wonderful to a younger generation of children.

Similarly, as the children grow older, competitions and progressive games have for them the same interest and fascination as for their parents in the years that are past.

There is no better way of "mixing" a party of boys and girls who are strange to one another, than by starting off the afternoon with a competition.

It gives the young people an opportunity

of circulating, examining badges, hazarding guesses. Carried away by the enthusiasm the competition inspires, there is neither shyness nor self-consciousness, and by the time the guessing contest ends, every one has met and spoken to everybody else.

Planning the Competition

A competition tea may be planned in one of two different ways:

(1) Each guest is invited to come with his badge already prepared.

(2) The badge, or puzzle pictures, are prepared by the hosts and distributed to the guests when they arrive; or simply arranged round the room.

In the first case, there is the added interest of thinking out and devising one's own badge. This provides opportunity for original thought, which most young people enjoy, especially when a prize is offered for the best badge, as well as for the greatest number of correct guesses. On the other hand, when each competitor has devised his own puzzle picture and knows what it represents, there is always a temptation to exchange confidences,

which often makes the contest somewhat unequal !

When the badges or puzzle pictures have been prepared by the hosts—as a surprise—the competition is rendered considerably more difficult, because the children will have to guess their own badges, as well as those of everybody else, and are less liable to “ swop ” guesses ! Also, the competition is more difficult because the guests have come unprepared for it.

Badges do not constitute all that is necessary for a competition tea. A card, on which to record the guessing, must be prepared for every guest, ready ruled and numbered for replies, and a well-sharpened pencil must also be ready for each competitor. All the badges or puzzle pictures should be numbered, and when the guests bring their own, each one should receive a number as he arrives, the competition judge making a note on his private key-card of the number, and what the badge is supposed to represent.

Do not forget to ask all the competitors to write their names on their cards before handing them in !

A Fairy-Tale Tea

There are many different ideas for competition teas, and the subject set should be, as far as possible, suited to the age of the guests. For the youngest, who are not yet too far removed from the age of fairy tales to have forgotten them, a fairy-tale tea may be given. The invitations will contain a note to the effect "Please wear a badge representing a well-known fairy tale." Here are a few suggestions for illustrating some fairy tales, which are known to every one.

"*The Little Match Girl.*" Paste ordinary matches neatly on a card to outline the figure of a little girl.

"*The Snow Queen.*" Make a little figure in white cotton wool with a gold or silver crown on its head.

"*What the Moon Saw.*" A picture post-card view of London, or some other place, by night.

"*The Forty Thieves.*" A strip of paper with forty flies (drawn) upon it.

"*The Shadow.*" A picture showing a grotesque shadow only.

Book Teas

These are always very popular because they are suitable for all ages—each age having its own library of favourite books. The competitors should be asked to supply the authors' names as well as book titles, and when judging the competition, the fairest way is to give two points for guessing the name of the book correctly, and one point for the right name of the author. Here are some well-known books, whose representation will serve as examples for other badges. Whilst the puzzle picture should be correct, it ought not to be *too* obvious :

“ *A Tale of Two Cities* ” (*Ch. Dickens*). An outline map of Hungary showing the cities of Buda and Pest situated on the Danube.

“ *The Talisman* ” (*Walter Scott*). A Swastika or other charm.

“ *Round the World in Forty Days* ” (*Jules Verne*). Drawing of a globe encircled by a piece of actual ribbon, which may be passed through narrow slits at each side of the globe, and which bears the dates July 1 to August 9.

The Book Tea may take another form, i.e., instead of asking for book titles, a character

from a well-known book might be written on each badge. This competition may seem very easy, but actually is not so simple.

An Advertisement Competition.

This competition can be arranged in two different ways. Each badge must either carry a well-known trade-mark, or a picture cut from some well-known advertisement; or an advertising slogan may be asked for. An advertisement competition is a fine test of powers of observation, and those children who do not merely look at posters, but also take in what they see, will come off easy winners. Here are some examples of much advertised slogans :

- | | |
|--------------------------------------|------------------------|
| "Worth a Guinea a Box." | (Beecham's Pills) |
| "May I Help You?" | (New-Pin Soap) |
| "Cleans as it Polishes." | (O-Cedar Mop) |
| "You are in a Fine Pickle." | (Pan-Yan Pickles) |
| "Milk from Contented Cows." | (Carnation Milk) |
| "The Cheese is in the Biscuit." | (Carr's Biscuits) |
| "It is Brimming Over with Goodness." | (Mackintosh's Toffee) |
| "Won't Shrink Woollens." | (Lux) |
| "Still going Strong." | (Johnny Walker Whisky) |

Popular Tunes

Musical competitions are not quite in the same category as the others, as there will be no individual badges, and the snatches from various well-known songs and dance tunes will be played on a piano or by the musicians engaged for the evening. This competition is exceedingly difficult, because, although most of the tunes will be so popular that any one of the competitors could whistle or hum it from end to end, very few will be able to give the tunes their proper names.

Distorted Photographs

This novel competition is exceedingly amusing, and may be quite difficult if the photographer is both clever and ingenious. The idea is to photograph well-known objects from odd angles, or in odd positions, so that they will be very difficult to recognize. The pictures may be taken with an ordinary camera if not too small in size. For instance :

(1) *A Milk Jug.* Photograph this from the top, so that only the rim and projection of the handle are visible.

(2) *Mother goes Visiting.* Pictures of hos-

tess taken from out of a top window, so that very little besides the top of her hat can be seen.

(3) *A Pair of Spectacles*—Photograph these from the side, instead of the front; they will be very difficult to recognize.

Baby-Picture Competition

Each guest is asked to bring a photograph of himself or herself as a tiny baby. These will be numbered and displayed round the room so that every one can see them easily. This competition is very amusing.



PROGRESSIVE GAMES

Progressive games provide an absorbing pastime at a party for older children, especially when there is not very much room for dancing or ordinary round games. About twelve competitions should be planned—all of them different. Some would be played at small tables, others standing up. Every competition must be clearly numbered, and scoring cards provided for each guest, on which to record the winning points as the games progress.

Plenty of writing materials for paper-and-pencil games should also be in readiness, as well as all the accessories for each competition.

The games should be kept separate as far as possible, so that the players will not be mixed. At a large party twelve games can be played simultaneously, in one round; at a smaller party two or even three rounds may be necessary, as there should never be less than three or four competitors at each game.

The games are all played at the same time, a few minutes being allowed for each. A bell

should be rung for the start and finish. The winner at each table passes on to the next table, and the competitor who has made the round of all the tables first is the ultimate winner.

The competition may, however, be arranged in another way, i.e. three or four children, as closely as possible matched in age, make the rounds of all the tables together, the winner scoring a point for every game in which he comes out first. Three or four extra competitions are reserved for the winners in each group, so that the ultimate winner can be easily determined.

Some Useful Suggestions

The following list of progressive games offer some useful suggestions :

(1) *Jig-saw Puzzles (table)*. Cut picture postcards into pieces of various shapes and sizes, one card for each competitor at the table. These pieces must be fitted together again.

(2) *Ring or Ball Throwing (standing)*. Use an Aunt Sally into whose gaping mouth a ball must be thrown, or a quoit board, provided with hooks or pegs on to which rings

are thrown. Each competitor should have at least six throws.

(3) *Feeling Competition (standing)*. This can be played in two different ways: (a) ordinary household commodities such as rice, loaf sugar, pieces of coal, sand, stones, coffee berries or feathers are tied up into cotton bags, and may be identified by the sense of touch only. A bag of thistles adds to the amusement! (b) The competition may be played blindfold. A tray containing such objects as hairpins, scissors, paper knife, india-rubber, tube of paint, etc., is placed before the competitors. These articles must all be identified by the sense of touch, remembered, and recorded when the tray and bandages have been removed.

(4) *Tiddly-Winks (table)*. A low bowl is placed in the centre of the table, and each player must flick an equal number of coloured round counters into the bowl from the outer edge of the table, using one hand only to hold the counter which is used for flicking the other discs.

(5) *Needle Threading or Bead Threading (table)*.

(6) *Blindfold Competition (standing)*. With eyes bandaged a beard must be fixed on to the picture of a large face ; or a tail on to a donkey or cow ; or a button on to an illustration of a large boot or shoe.

(7) *Short Words from Long (table)*. Take a long word such as *contemporaries*. The competitor who can make the longest list of short words, using only letters in the long word, wins. This game may also be played with cardboard letters.

(8) *Smelling Competition (standing)*. This is similar to the feeling competition. Articles such as lavender, bay leaves, mint, rose leaves, cotton wool steeped in ammonia, coffee beans, etc., are tied into numbered bags and must be identified by the sense of smell only.

(9) *Match Pattern (table)*. Each player is provided with about a dozen matches, and the one who makes the best design wins.

(10) *Hidden Words (table)*. Each competitor is given a paragraph or series of sentences, in which flower names, book titles or some other unrelated words are hidden. The player who discovers most of the hidden words in the shortest time wins. For instance, fruit

and vegetable names are hidden in the following sentences :

“ Down by the *sea*, *kaleidoscopes* have a wonderful range, but for *me* *London* is the only place to be, and I will not go away with Bob. He had a very bad accident with his *car*, rotten luck when it appears that he only had it a week. He came back from a *spin* *aching* all over.”

(11) *Paper Cutting (table)*. The player who cuts the best animal or other figure out of a piece of perfectly blank paper wins.

(12) *Completing Rhymes (table)*. Unfinished well-known quotations or rhymes are given for this competition.

(13) *Exams (table)*. A list of questions is set, and each reply must begin with the same letter, as for instance “ B.” Every group of players should be given a different letter.

Girl's Name	Barbara
Boy's Name	Brown
Name of Town	Birmingham
Name of Composer	Beethoven
An Actor or Actress	Barrymore (Ethel)
A well-known Painter	Botticelli
A River in England	Brent
An Animal	Baboon
A Common Vegetable	Beetroot

(14) *Memory Test (standing)*. A tray holding twelve to twenty articles is placed for a few seconds in front of the competitors, who must then write a list of the contents from memory, after the tray is removed.

(15) *Paper Folding (table)*. A paper serviette, or a smaller square of paper, is given to each player. The winner is the one who makes the best cocked hat or other object inside the allotted time.



CHAPTER X

GAMES FOR INDOORS AND OUT-DOORS

CHILDREN'S games have been the same for many centuries—new games being merely a variation of old ones. Although most of these games are well known to every one, yet nevertheless a few words of description are often very useful to recall them and the way in which they are played.

A classified list of favourite party games is therefore given below from which it will be easy to compile the programme of games and other entertainments suitable for the occasion.

Children's games fall roughly under two headings—quiet games and noisy games. The noisy ones with plenty of movement are always most popular, especially with the younger children ; quiet games are more

suitable for the older girls and boys. Races, which rightly come under the heading of garden games, have been dealt with in the chapter on Garden Parties. All the other games are listed and described in alphabetical order for easy reference.

LIST OF GAMES

NOISY GAMES FOR INDOORS	GARDEN AND OUTDOOR GAMES
Blind Man's Buff	Ball Games
Ball Games	Blind Man's Bluff
"Cobbler, Cobbler, Mend my Shoe"	Cat and Mouse
Family Coach	Cross Tag
Feather Blowing	Gardener and Scamps
"Here we come Gather- ing Nuts and May"	"Here we come Gather- ing Nuts and May"
Hide and Seek	Hide and Seek
Jolly Miller	Hide and Tag
Kiss in the Ring	"I sent a Letter to my Love"
London Bridge	London Bridge
Musical Chairs	Mother Bird
Musical Arms	Oranges and Lemons
Oranges and Lemons	Quick Jack
Puppet Show	Races and Sports
Puss in the Corner	Scots and English
Snakes and Humming Birds	"Sheep, Sheep, Come Home"
Spot Finding	Threes

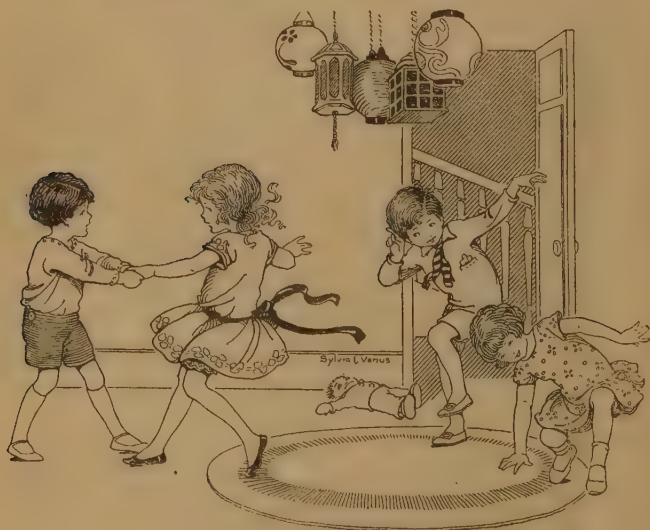
QUIET GAMES

Competitions (p. 110)
 Guessing Games (p. 149)
 Forfeits
 Paper and Pencil Games
 (p. 154)
 Passing the Ring
 Postman's Knock
 Progressive Games (p. 118)
 Spinning the Platter
 Stool of Repentance
 Whistle Game

Ball Games (*see page 146*)

ENTERTAINMENTS

Professional Entertain-
 ments
 Amateur Theatricals
 Tableaux
 Short Turns and Encores
 Charades
 Going on the Films



STATUES.

Blind Man's Buff

This is a particularly good game in a large room or on a lawn. The "Blind Man," with his eyes tightly bandaged, is turned round three times, and must then try and catch one of the other players and identify him or her. If he guesses correctly, the captured child becomes the Blind Man.

In the drawing-room this game can be played in a quieter fashion by seating all the children round the room, with the exception of one. The one selected for the Blind Man is then placed in the centre of the room, and after being turned round three times, has to walk till he touches one of the children in the ring. He is not allowed to feel his captive, but the latter must make some kind of noise imitative of an animal, and the Blind Man must guess correctly who is making the noise. If he is wrong, he must pass to another child until he guesses correctly. The person identified then becomes Blind Man.

Cat and Mouse

This is very similar to "I sent a letter to

my love." The players form a ring, joining hands. One child—the Mouse—stands in the centre, another—the Cat—is outside. The children then dance round and round the Mouse whilst the Cat tries to dart between them, into the ring, and catch the Mouse. The Mouse must try and slip out before he is caught. He then becomes the Cat, and somebody else is chosen to be the Mouse.

“Cobbler, Cobbler, Mend my Shoe”

All the children sit in a ring on the floor with the exception of one, who brings an old shoe which he hands to one of the children whilst saying the couplet,

“Cobbler, Cobbler, mend my shoe,
And get it done by half-past two.”

The child then goes away whilst somebody hides the shoe. On returning, the question is asked “Is my shoe ready?” and the cobbler replies, “Yes, but somebody has already fetched it.” The child then has to find who has her shoe and capture it while it passes quickly and secretly from hand to hand.

Cross Tag

This game is very similar to the ordinary game of "Touch," but with the following difference: If anyone runs across the path between "He" and his quarry, "He" must leave his quarry and chase the interloper. The object of this game is to save the quarry from being caught, although the interloper runs a very strong risk of being caught himself.

Family Coach and The Post Passes

These two games are very similar. In Family Coach each of the players, who are all seated, is given a name as a member of the family, and a story is then related bringing in the names of the whole family in turns. Each must make some sign of recognition as his name is mentioned, and when two names are mentioned their owners must change places quickly. Anyone failing to respond to his name has to pay a forfeit. When the words "General Post" are called, every one has to change places.

This game can be varied in many ways by giving the children the names of different

animals at the Zoo or on a farm, and inventing the story to suit the names selected. Very often a blindfolded person is placed in the centre and must try to catch those who change places.

Feather Blowing

This can either be played on two sides of a table, or in two opposite rows on the floor. A feather is placed between the two "camps" and each camp tries to blow it across to the other side. The camp which blows it over the boundary on the other side most frequently, wins.

Forfeits

Here is a list of some of the least difficult :

1. Laugh in one corner, cry in another, and sing in a third.
2. Stand in the centre of the room and do whatever the others tell you to do.
3. Push some one's head through the handle of a jug. (Slip the hand, or a finger, through the handle and then push !)
4. Do just the reverse of everything you are told to do.
5. Repeat a tongue-twister, such as "Susan's sewing shirts for soldiers," ten times.

6. Imitate any animals named, without laughing.
7. Place a stick on the floor so that no one can step over it. (Near a wall is the solution.)
8. Stool of Repentance.
9. Laugh at the wittiest, bow to the prettiest, and kiss the one you love the best.
10. Keep a straight face for five minutes, while the rest of the company say and do funny things.

Gardener and Scamps

This game is similar to Cat and Mouse. Several children may stand inside the ring as Scamps. The Gardener, who is outside the "wall," names one of the children and asks, "What are you doing in my garden?" The Scamp addressed replies, "Stealing roses," or "Picking cherries," etc; the Gardener then says, "Out you go" and tries to break through the wall and either catch, or chase, the scamp out of his garden.

Here We Come Gathering Nuts and May

Young children always enjoy this game. They are divided into two lines, facing one another, with a leader in each line. The lines then walk backwards and forwards, singing the old verse:

1. Here we come gathering nuts and may,
Nuts and may, nuts and may,
Here we come gathering nuts and may,
On a cold and frosty morning.

2. Who will you have for nuts and may, etc.
On this cold and frosty morning?

The opposing side then name one of the players in the next verse :

1. We will have " Polly " for nuts and may,
Nuts and may, nuts and may,
We will have " Polly " for nuts and may,
On this cold and frosty morning.

The opposite file then take their turn again with the reply :

2. Who will you have to fetch her away,
Fetch her away, fetch her away,
Who will you have to fetch her away,
On this cold and frosty morning?

Line No. 1 then select one of their own number to fetch her away, and the two opponents have a tug-of-war across a handkerchief which is placed between them as a boundary line. The loser has to join his opponents' camp and the game recommences.

Hide and Seek

Children never tire of games of hide and seek.

The simplest form of hide and seek is for one person to hide, and all the others to search for him ; the one who finds him first is then given a turn to hide.

Hide and Seek (for indoor play)

Indoor Hide and Seek usually takes the form of hiding objects instead of persons. Sometimes a single object, which has been shown to every one, is hidden and all the players are then allowed to search for it.

An interesting variation of the game is to give all the children a list of small everyday objects, such as a thimble, a reel of coloured cotton, a penknife, a safety pin, a hairpin, etc., telling them that these objects are hidden in various parts of the room in *obvious* positions. Nothing need be touched or lifted whilst searching. The child who finds the greatest number of objects is the winner. This game can also be played by giving each of the seekers a pencil as well as a written list of the hidden objects.

Instead of removing the articles when found, the place of hiding must be written against the article on the list, the one who finds all of them first being the winner. In this way, every one of the children is given a chance of finding *all* the articles.

Hide and Tag

“ It ” must close his eyes tightly, counting to twenty or thirty whilst all the other children hide. He then opens his eyes and turns round to see if he can detect any children not yet in hiding. These he tries to catch before they have time to run “ Home,” whilst those in hiding come out and also try to get “ Home ” before they have been found or caught. This game is sometimes called “ I spy.”

I Sent a Letter

Plenty of room is required for this old-fashioned game. All the children stand in a ring holding hands. One child remains apart and then walks round the ring, saying the verse :

“ I sent a letter to my love,
 And on the way I lost it.
 And one of you has picked it up
 And put it in your pocket.
 It isn't you, it isn't you, it isn't you,
 But—*you* ! ”

A handkerchief is then dropped, and the child thus tagged has to run round outside the ring, the other following. The one who first gets back to the gap in the ring is “ Home.” The one left out then repeats the game.

Jolly Miller

This old-time game is played to the tune of the “ Jolly Miller ” in two circles, girls outside and boys inside. An odd man takes the part of the Jolly Miller in the centre of the inside ring. The words of the song are :

“ There was a jolly miller, and he lived by himself,
 As the wheel went round he made his wealth ;
 One hand in the hopper and the other in the bag,
 As the wheel went round he made his grab.”

“ Sandy, he belongs to the mill,
 And the mill belongs to Sandy still,
 And the mill belongs to Sandy.”

The circles dance around to the first four lines of the song, and when they come to the word "grab," the inside circle starts dancing in the opposite direction. At the end of the second verse, those in the inside circle must rapidly choose a new partner from the outer circle, which gives the Miller in the centre a chance to get a partner first, leaving one of the others without a partner. The latter then becomes the Miller, and the game is repeated.

Kiss in the Ring

This game is played in the same way as "I sent a Letter to my Love." If the chaser succeeds in catching the runner, then he is entitled to take her into the centre of the ring and claim a kiss.

London Bridge has Tumbled Down

This game is played in the same way as Oranges and Lemons, to the tune of "London Bridge has Broken Down" the difference being that there is no tug-of-war at the end. Sometimes it is played in two lines, like "Nuts and May," the verses being sung by each line alternately.

Musical Chairs

Two rows of chairs are placed in the centre of the room, back to back, one less in number than the children taking part in the game. The children then run round the chairs in single file to music, and whenever the music stops, the children must sit down on a chair as quickly as possible. One child will be left without a chair. This one is counted "Out," a chair is removed and the game goes on, until there is only one chair left and two children playing. The one who captures the last chair is the winner.

Musical Arms

This game is played in the same way as Musical Chairs, without, however, using chairs. Half the children stand in single file with the right and left hand alternately placed on the hip so that the arm forms a "handle." The remainder of the children should number one more than those in the file. The game is then played like Musical Chairs, those running having to seize an arm whenever the music stops. Both files are reduced by one each time.

Mother Bird

One child is selected as the Mother Bird and another as the Hawk. All the other children are little birds, each with a different name. The Mother Bird then calls to each little bird in turn, who tries to run to her without being caught by the Hawk. Those that he catches, the Hawk carries home as his prisoners.

Oranges and Lemons

The two tallest children, or two adults, hold hands to make a bridge under which all the children pass in single file while the old tune of Oranges and Lemons is sung :

Oranges and Lemons,
The Bells of St. Clement's.
I owe you five farthings,
And when will you pay me ?

Here comes a candle
To light you to bed.
Here comes a chopper
To chop off your head.
Chop, chop, chop, chop—head !

The child whose head is "chopped off" then whispers which he will choose—Oranges .

or Lemons—and falls in behind the one who represents the side selected. When all the heads have been “chopped,” the two sides have a tug-of-war.

Passing the Ring

This game is played in a circle, sitting down. A wedding ring or small curtain ring is threaded on a long piece of string joined at the end, and passed through the hands of all the players, except one who stands in the centre of the circle. The latter then has to try and find the ring which is being passed from hand to hand round the circle. The game is complicated by everybody pretending to pass the ring all the time.

Postman's Knock

This old game is much more amusing if the children, instead of using their own names, are given numbers—odd numbers for the boys and even numbers for the girls. The postman, who is outside, then calls a number instead of a name and takes forfeit from whoever the number belongs to. The girls will call for odd numbers and the boys for even.

Progressive Games (*page 118*).**The Puppet Show**

This game is really quite amusing. One of the children is selected as Showman, and then pushes (or places) each of the other children in turn into curious or uncomfortable positions, which the "Puppets" have to keep. Any one of the Puppets who moves before the word is said to release him is subject to forfeit.

Puss in the Corner

All the children except one are seated around the room on chairs. One child starts by beckoning to another one on the other side of the room. "Puss, Puss, come into my corner." The two then have to change places as quickly as possible without being caught by the odd child in the centre of the room. If caught, the captured child is "out."

Quick Jack

Quick Jack is placed with his face to a wall and with his back turned to the rest of

the children, who stand in a row about 30 ft. behind him. The game consists in all the children moving forward without letting Quick Jack—who turns his head suddenly every few seconds—see them move. Any-one caught moving has to return all the way back to the beginning. The one who first manages to get close to Quick Jack and touch him on the shoulder wins, and may become Quick Jack when the game is repeated.

Scotch and English

This is another good garden game. The children are divided into two camps, each guarding one end of the garden, where a row of pickets (cricket stumps or other sticks may be used), or large stones, are posted in a row. The Scots now try to carry off the posts from the camp of the English, and vice versa, without being caught.

• Those who are caught become prisoners of the enemy camp, and have to be guarded. They can, however, be released by a touch from one of the members of their own camp, who must, of course, take the risk of being caught himself before being able to release

the prisoner. Girls enjoy this game just as much as boys.

Sheep, Sheep, Come Home !

The eldest child is chosen for Shepherd and another one for Wolf, and all the other (small) children are the Sheep. The Shepherd stands at one end of the garden, all the Sheep at the other, and the Wolf is somewhere in hiding. The Shepherd then cries, " Sheep, Sheep, come home." The Sheep answer, " We can't." The Shepherd asks why, and the Sheep reply, " The Wolf's about." The Shepherd then says, " Oh, no ! Oh no ! The Wolf's away and won't be back for many a day. Come on ! " The Sheep then run to the Shepherd as fast as they can while the Wolf darts out and tries to catch one of them, whom he carries to his lair.

Snakes and Humming Birds

All the boys form a snake by lining up and holding hands. All the little girls are Humming Birds. The snake then begins to move and twist—without any loosening of hands—and tries to surround as many

of the Humming Birds as possible. The little girls dart about trying to avoid being caught by the snake.

Spinning the Platter

All the players sit on the floor in a ring, and each one is given a number. One of the players then spins a platter in the centre of the ring and calls a number. The player whose number it is must jump up and try and catch the platter before it stops spinning. If he is successful he can go back to his place ; if not, he becomes the spinner.

Spot Finding

This is a good game for indoors. A circle or spot is chalked on to the floor while one of the children goes outside the room. He is then blindfolded and allowed to return. He must now find the spot by following music, which is played loud as he approaches the spot, and softly as he goes away from it. When he finds the spot the music is very loud indeed. Then the next child takes his turn.

The Stool of Repentance

One of the players leaves the room, and each of those remaining makes some remark about him, which is recorded by the games leader. The absent player is then recalled and has to kneel down with his head buried in the lap of the leader, who tells him all the things that have been said about him. He must try to guess correctly who is responsible for each remark.

Threes

This jolly garden game is often played on the school playground in recess. The children all group themselves in pairs, one behind the other, except two who are Runner and Chaser. The Chaser has to try and catch the Runner ; who may, however, take Refuge by standing in front of a couple. As none of the groups may consist of more than two, the one at the back of the couple now becomes the Runner. If the Runner is touched by the Chaser, the rôles are reversed, and the Chaser becomes the Runner.

The Whistle Game

All the children are seated in a ring, and two or three, who do not know the game, are sent out of the room. Only one child at a time is allowed to return and has to kneel down in front of one of the players, bury his head in her lap, and answer questions whilst his back is being pummelled. At the same time somebody very gently pins a whistle suspended on a string to the back of his coat. The whistle is then blown, and the player is allowed to get up, and try and find the whistle.

He turns around in the direction from which the sound comes, and every time he thinks he has found the one who blew it, somebody behind him blows the whistle. It is often some time before he notices that the whistle is fastened to himself !



BALL GAMES

Most ball games can only be played in the garden, or in a large lofty room, like a gymnasium, where there is plenty of space. Children soon tire of a ball game if it is played too long, so the games should be frequently changed to sustain interest. Enthusiasm may be stimulated by dividing the party into two camps, and, although the camps may be mixed during play, the camp securing least misses wins.

Below are some favourite ball games which can be played at parties.

Wandering Ball

The children stand round in a circle with one person in the centre. The ball is thrown from one to another across the ring, and the child in the centre must try and intercept the ball. If successful, he takes the place of the last thrower. This game can also be played indoors if the children are seated on the floor in a ring and the ball is rolled from hand to hand across the circle, instead of thrown.

Ball Touch

This is also played in a ring, but with a thrower in the centre. The thrower aims the ball at one of the children in the ring who must avoid being touched by it—either by catching it deftly, or jumping upwards or sideways to avoid the ball. Whoever is touched is “out.”

Teacher and Class

The teacher is in the centre of a semicircle, which forms the class. Teacher first throws the ball to one child, who has to catch it, and then to another—but not in turn. Unless all the children are paying close attention all the time, they will be taken unawares and have to go to the bottom of the class whenever they miss a ball.

Ball Blowing

This game is played with a Ping Pong ball on a polished table. The players, who form two camps, sit on opposite sides of the table, and each camp tries to blow the ball off his opponents' side. This game can also be played with a feather.

Ball Passing

This is another indoor game which can be played with a ball, or any other small object which is easy to throw and catch. The game is played to music, and the one who has the ball in his hand when the music stops either pays a forfeit or is "Out."

Pebble Throwing

Although this is not actually a ball game, it comes into the group because it involves accurate aim. If played in the garden, a round hole is dug in the centre of a large circle. Indoors, a hat may be used instead of a hole. Each of the children is given about six pebbles which must be thrown into the hole. The one who gets most of his pebbles "in" wins. For young children, the boundary of the circle should be smaller than for older children.



GUESSING GAMES

Guessing Games come under the heading of quiet games, and are very enjoyable when played by children of twelve years old and upwards, or by grown-ups. They are not adapted for young children at all, because they are too puzzling, and therefore worrying, to young mentalities.

Usually guessing games are played by sending one or two persons out of the room, whilst the rest select a proverb or other word to be guessed ; but the procedure can be reversed, i.e. the persons who go out of the room select the hidden word and then answer questions asked by the rest of the party in turn. The one who first discovers the word, then goes out of the room, and selects the next word to be guessed.

Clumps

Additional interest can be lent to most guessing games by playing them in the form of clumps. To do this the party is divided into two groups of equal number, forming a circle at each end of the room, which is

called a clump. One person from each clump is then sent out of the room whilst a proverb, celebrity, or difficult word is selected for them to guess.

The guessers then come back and take up their places in the opponent's clump. The one who guesses the word first returns to his own clump, where the other guesser remains a prisoner. Two others are then selected to go out of the room, whilst a new word is chosen. The ambition of each clump is that his own representative should guess the word first, and so enlarge his own clump at the expense of the other.

Proverbs

In this game a proverb must be guessed, as for instance "All is not gold that glitters." Each of the players in turn has to say a sentence containing one of the words of the proverb, i.e.—

1. We *all* know it.
2. *Is* it difficult?
3. I am sure you will *not* guess it.
4. Is your watch *gold* or silver?

and so on. An outstanding word like gold

would probably immediately suggest the proverb to an astute player.

Celebrities

For this game only a limited number of questions must be allowed—eight being generally sufficient. The guesser has to ask questions to which “ Yes ” or “ No ” *only* must be answered. His ability to guess quickly will depend upon the questions he asks.

How, When, and Where

All the questions in this game must commence with the words “ How ? ” “ When ? ” or “ Where ? ” The word selected is generally one with a double meaning, such as flower (flour) so that guessing it may be the more complicated. The questions are put to each member of the group in turn, who answers in accordance with the meaning he has chosen. Only a certain length of time in which to discover the word should be allowed to each guesser.

Lives

This is a quiet game, although not actually a guessing game. The players sit in a circle, or in a row, and the first one thinks of a word of which he mentions the first letter. The next person adds a letter to the word, the third person adding a third letter. The game consists in trying not to complete the word. Whoever does so loses a "life" or pays a forfeit.

For instance, the word thought of might be "Rhinoceros." Player number one says "R," the second person perhaps thinks of "reliability" and adds an "e," the third person, imagines the word started is "respect" and will add an "s," the fourth person may inadvertently say "t" and so end the word and lose one of his "lives."

Each player should have three "lives" to lose.

The Minister's Cat

This game is played in a similar way, but consists in the rapid selection of adjectives, all beginning with the same letter of the alphabet which the first player selects. For

instance, some one will start the game by saying: "The Minister's Cat is a *mangy* cat." The second player must follow on, using a different adjective beginning with "M" descriptive of the cat, and so on along the line. Whoever fails to supply a new adjective is "Out" or loses a life.



PAPER AND PENCIL GAMES

These games are most suitable for small parties of six, eight, or ten persons. Some of them are very amusing, and all of them make pleasant interludes in a programme of noisy games.

Consequences

Each of the players writes a sentence beginning with, "I met——" supplying the name of a girl. The paper is then folded over and passed to the person on the right who adds "in——" supplying the place; the paper is again folded and passed and a sentence added, "She met——" supplying a boy's name. Then comes, "She said to him——" "He said to her——" "They——" "And the world said——"

The papers are then unfolded and read out in turn with very ludicrous results.

The basis of the story can be altered if a "dictator" is selected to invent a new form of story in place of the standard form, set out above,

Bodies and Heads

This game is similar to Consequences, but consists of drawing, instead of writing. A head is first drawn—human, animal, bird or fish—and the paper folded over. The slip is passed on to the next player, and every one draws a body. The paper is again folded, passed on, and the legs are added. Some of the complete drawings will be exceedingly funny !



Questions and Answers

This is a very simple game, but one which is highly amusing. Every one writes a question on a piece of paper, folds it over and passes it to his neighbour, who writes the answer to his own question on it. Questions and answers are then read out with results such as the following :—

1. *Question* : What animals do you like best ?

Answer : My uncle and aunt.

2. *Question* : With whom are you going out to-morrow ?

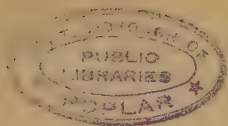
Answer : Monkeys and Kangaroos,

Telegrams

A different letter is supplied for each word of the telegram, and each player has then to write out a telegram with words commencing with the letters set.

Letter Games

These are played with small cardboard squares on which a letter of the alphabet is printed. Word Making and Taking is the best known game, while another popular game consists of making shorter words from long ones.



CHAPTER XI

PROFESSIONAL AND AMATEUR ENTERTAINMENTS

Professional Entertainments

AT many large parties, it is usual to engage a professional entertainer for an hour or so to amuse the children after tea. In order not to waste his time, a room should be prepared for him whilst the children are still seated at table—chairs and forms being placed in rows for the spectators, and a clear space left for the entertainer. Inquiry should be made beforehand as to what accessories he will require, besides those which he brings himself.

If he is a conjurer, he will probably need one or two small tables on which to place his stock-in-trade, and perhaps a screen. A ventriloquist generally requires a table and an

extra chair. For a lantern or cinema show, the lights have to be carefully subdued, or entirely put out, and a large white sheet mounted at one end of the room. The operator will usually require some space at the back of the room—behind the spectators—for rigging up and manipulating his apparatus.

For other entertainments a piano may be needed, and will have to be placed in the most suitable position for both entertainer and spectators.

The most delightful forms of entertainment, however, are those which the children arrange for themselves, and the days spent in preparation often provide hours of amusement for those who take part in the entertainment.

Private Theatricals

The presentation of a short play is generally one of the happiest forms of entertaining the other children.

There is a large selection of pretty or humorous children's plays from which to make a choice, or a couple of scenes from Shakespeare may be appropriate. Sometimes the young host or hostess may be

sufficiently original and gifted to write a short play, or perhaps a literary father or uncle may be induced to supply new text.

The rôles must be allocated to those who are best suited to them, not merely because they are coveted. Specially designed costumes add greatly to the interest of the play—even though they may be of the simplest and most inexpensive character.

Some thought should be given to the erection of a stage and some suggestion of scenery. For the latter reason, domestic plays are easiest to produce, because the necessary stage properties are so readily obtainable, whereas outdoor scenes are very difficult to reproduce in a drawing-room or schoolroom. Pastoral plays should only be chosen for presentation in a garden.

The Erection of an Amateur Stage

First make a careful survey of the room where the play is to be produced. If possible, place the stage in a part of the room where a door provides a natural entrance and exit at the back of, or to the side of, the stage. It is always best if the stage can be raised,

but this may not be possible without the expert—and somewhat expensive—assistance of a carpenter.

Curtains there must always be, and these can easily be mounted. In a narrow room, the walls at the side and back will form the boundaries of the stage on three sides, and heavy curtains mounted with drawstrings will only be required for the front of the stage. In a wide room it may be necessary to restrict the area of the stage by erecting curtains at the sides as well as in the front ; the drawstrings will not, however, be needed for the side curtains.

Amateur footlights can be easily made by using old cocoa tins which have been cut in half down the centre. A nail is driven in through the bottom of the tin, on which to stick the candle. The sides of the tin will act as reflectors.

The preparation of hand-painted programmes, for distribution amongst the spectators, add a realistic touch to the production, and provide a pleasing memento.

Never attempt to produce an amateur play without the aid of a prompter !

Tableaux

Tableaux may be described as scenes without action, and the groups must be very well rehearsed beforehand, so that there is absolute immobility when the curtains are drawn and the tableau is presented.

Scenes may be chosen from plays, or well-known pictures reproduced. Again, the tableaux selected may represent episodes from the life of a well-known man; or, if the entertainment is planned for New Year's Eve, they may represent some outstanding events of the passing year.

Programmes describing the tableaux are generally presented, or the tableaux given in the form of a competition—the spectators having to guess what each is supposed to represent.

A stage with side or rear entrance will be needed; also curtains which will run easily on their pulleys.

Ballets and Costume Dances

Dancing provides another very pretty form of entertainment which the children can give themselves, and most dancing mistresses

will be delighted to coach a group of children in a ballet or in a short series of character dances in costume. .

“ Short Turns and Encores ”

The name is thoroughly suggestive of a variety entertainment to which the guests, as well as the hosts, are expected to contribute. The programme may include dances, recitations and short dialogues, music, humorous songs, perhaps a short play, card and conjuring tricks—so popular with boys—and other original numbers. Several of the guests will be asked to bring his own “ turn and encore,” and the whole entertainment will be very delightful indeed if a proper stage with curtains is provided for it, and a large card hung out announcing each item of the programme—as in a real show.

Charades

A very entertaining form of impromptu amateur theatricals can be quickly produced in the form of charades. A number of players are selected to act in the charade.

They leave the room and select a word with two or more syllables—each syllable being a complete word by itself—as for instance the word “window.”

This word must then be presented in three Acts.

For Act 1 a scene will be selected during the presentation of which the word “*win*” is used. In Act 2 the word “*dow*” (doe) is spoken; and in Act 3 the whole of the word “*window*” will be brought in. At the end of the play, the spectators must try and guess the word.

Charades can be very amusing indeed if the scenes staged are original, and the dialogue is clever. All kinds of hats and coats, scarves, and other articles may be called into requisition for dressing the parts, and to assist in making the play both interesting and funny.

Going on the Films

This is a novel form of impromptu entertainment. The eldest or most original member of the party is selected as Film Director and another as Camera Man. One of the

ladies must act as a Dresser, and a number of young people as Actors and Actresses.

A well-known play is then selected, as for instance the *Midsummer Night's Dream* or the *Merchant of Venice*, and each of the actors is allotted a part. The Dresser then does her part of the work in an adjoining room whilst the Camera Man prepares his camera.

A very realistic film camera may be made by fixing a mincing machine on to a short step ladder, and throwing a black cloth over it. Turning the handle of an empty mincing machine makes a noise very like a film camera !

When everything is ready, the actors come in when they are called, and have to take up their positions exactly as the Director dictates, move as the Director tells them, and speak whatever sentences they are told to repeat. He bawls out his instructions in not too gentle fashion ! When they perform their parts to the satisfaction of the Director, he tells the Camera Man to " Shoot ! " and the piece of the scene, which has been rehearsed, is filmed as the Camera Man turns the handle of his machine. The rehearsal

then continues until the whole of the Act has been screened.

The filming is just as amusing to the spectators as to those who are taking parts.



CHAPTER XII

PLANNING THE MENU

GOOD things to eat, attractively prepared and daintily served, are probably one of the greatest attractions of a children's party. While we generally aim to give them all that the heart—or, should we say palate—of a child could possibly desire, yet, at the same time, some thought must be given to the morning after. The formula should be—plain but attractive.

When most of the items on the menu are home-made, then one can be quite certain that they contain only the choicest and most harmless of ingredients. When, however, the viands are bought ready-made, it is most essential to select a caterer of high repute. Also one needs to be careful not to provide for children a superabundance of cakes and

pastries which are primarily intended for the tables of grown-ups.

It is quite easy to make even the plainest of food look attractive by the manner in which it is served. The simplest of sandwiches, by the judicious use of colourful fillings, may be as tempting as the savoury sandwiches on the tables of grown-up persons. The plainest of sponge cakes, with different coloured icings, are as attractive to look at as a dish of mille-feuilles and cream pastries; and they cannot harm the most gluttonous of kiddies. A fruit-and-cream course is always delicious, healthy and quite harmless.

Perhaps the greatest difficulty in planning the menu is to know just how much of everything will be required. A few suggestions for suitable menus are given below, with quantities needed for parties of varying numbers. These suggestions should act as a useful guide both in planning the menu, as well as in reckoning out the quantities required.

Following the menus, is appended a selection of some of the recipes to which reference has been made in the menus themselves.

TEA FOR THE TINY TOTS

MENU FOR 10 CHILDREN

MENU	QUANTITIES REQUIRED
Neapolitan Sandwiches ⁽¹⁾	2 dozen
Milkbread Manikin and Animal Shapes ⁽⁶⁾	10 shapes (large)
Chocolate Layer-Cake, ⁽¹¹⁾ or Birthday Cake	1 large cake
Iced Sponge Cakes	15 small cakes
Mixed Biscuits	1 lb. mixed animal and alphabet shapes.

Milk (2 pints). Chocolate—made with milk (3 pints).
Home-made Sweets, and Chocolate Drops.

CHILDREN'S TEA PARTY

MENU NO. 1—FOR 20 CHILDREN

MENU	QUANTITIES REQUIRED
Sandwiches (<i>Raisin and date</i> , ⁽⁷⁾ <i>Tomato, Egg and Lettuce</i>)	6 dozen
Buttered Biscuits	30 cream crackers
Lemon Peel Buns ⁽¹⁾ and Spice Cakes ⁽⁸⁾	1½ dozen each
Strawberry or Peach Shortcake ⁽¹²⁾	1 large
Genoa Cake	2 lb.

MENU	QUANTITIES REQUIRED
Cream Buns and Fancy Cakes	2½ dozen
Fruit Salad, or Strawberries, and Cream	3 quarts
Milk and Tea, Chocolate (made with milk)	3 quarts.

CHILDREN'S TEA PARTY

MENU NO. 2—FOR 30 CHILDREN

MENU	QUANTITIES REQUIRED
Sandwiches (<i>Sardine and Tomato, Cucumber, Chopped Walnuts and Cream</i>)	9 dozen
Currant Bread and Butter	1 large loaf
Raisin Cup Cake ⁽⁹⁾ and Chocolate Brownies ⁽¹⁰⁾	24 dozen, mixed
Marble Cake ⁽¹⁴⁾	1 large
Fruit Cake (iced)	3 lb.
Pineapple Layer-Cake ⁽¹³⁾	2 cakes
Chocolate Eclairs and Fancy Cakes	3 dozen
Fancy Biscuits	2 lb.
Tea and Milk	3 quarts
Cocoa, topped whipped cream	4 quarts

Chocolate and Marzipan Sweets.

SUPPER MENU FOR CHILDREN'S PARTY

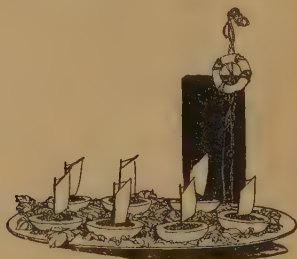
MENU NO. I—FOR 40 CHILDREN

MENU	QUANTITIES REQUIRED
Bouillon in cups	8 <i>quarts</i>
Eggs Regatta ⁽²⁹⁾	20 <i>eggs</i>
Cold Chicken, Veal Loaf (15)	5 <i>chickens</i> , 6 <i>lb. veal loaf</i>
Lettuce and Tomato Salad	10 <i>lettuces</i> , 4 <i>lb. tomatoes</i> 4 <i>hard-boiled eggs</i>
Potato Salad	8 <i>lb. new potatoes</i>
Jelly Trifle ⁽¹⁹⁾	4 <i>pints</i>
Pineapple Blancmange (20)	3 <i>pints</i>
Chocolate Cream ⁽²¹⁾	4 <i>pints</i>
French Pastries	4 <i>dozen</i>

Dinner Rolls, Crescents, Butter.

Sweets and Chocolates.

Lemonade ⁽³¹⁾	7 <i>quarts</i>
Fruit Punch ⁽³³⁾	10 <i>quarts</i>



EGGS REGATTA.

DANCE SUPPER

MENU NO. 2—FOR 50 CHILDREN

MENU	QUANTITIES REQUIRED
Pineapple and Banana Salad ⁽¹⁷⁾	4 <i>tins sliced pineapple (or 3 fresh pines)</i> , 2 dozen bananas, lettuce leaves
Cold Chicken, Tongue, Galantine of Veal and Ham	6 <i>chickens</i> , 4 lb. tongue, 5 lb. Galantine
Hearts of Lettuce; Salade Russe ⁽¹⁸⁾	1½ dozen lettuces; 5 large bowls (4 qts.)
Charlotte Russe (or Trifle)	3 quarts
Raspberry Jelly Sponge ⁽²²⁾	2 quarts
Peach Tartlets	4 dozen
Fruit Salad and Cream	8 quarts, 1 quart cream
Pineapple Cup ⁽³²⁾	12 quarts
Raspberry Syrup ⁽³⁶⁾	9 quarts

Fancy Biscuits, Sweets, Chocolates, Ices.



SUPPER MENU FOR CHILDREN'S PARTY

MENU No. 3—FOR 60 CHILDREN

Note.—This sit-down supper is designed to save plates, cutlery and service. Two plates, 1 glass, one spoon and fork only and a paper table-napkin will suffice for each young guest.

Dishes of sandwiches (labelled) are handed round and then placed on the tables for the children to help themselves. Puddings and jellies are handed. Dishes with pastries, fancy cakes and sweets, daintily arranged, form part of the table decoration.

MENU	QUANTITIES REQUIRED
Sandwiches (Sardine, Salmon and Lettuce ⁽⁵⁾ Egg and Cucumber)	12 <i>dozen (small)</i>
Sandwiches (Tongue, Galantine of Chicken and Ham, Cold Beef)	16 <i>dozen (large)</i>
Fruit Trifle ⁽²³⁾	6 <i>pints</i>
Blancmange Neapolitan ⁽²⁴⁾	4 <i>pints</i>
Marshmallow Cream ⁽²⁵⁾	5 <i>pints</i>
Pineapple Snow ⁽²⁶⁾	5 <i>pints</i>
Jam Puffs and Fruit Tarts	6 <i>dozen</i>
Orangeade ⁽³⁵⁾	8 <i>quarts</i>
Iced Coffee ⁽³⁷⁾	7 <i>quarts</i>
Claret Cup ⁽³⁴⁾	10 <i>quarts</i>

Sweets and Biscuits.

BUFFET REFRESHMENTS FOR A CHILDREN'S DANCE

MENU NO. I—FOR 40 CHILDREN

MENU	QUANTITIES REQUIRED
Tongue Sandwiches, Egg and Lettuce Sand- wiches	10 <i>dozen</i>
Bridge Rolls filled Cream Cheese and Watercress	4 <i>dozen</i>
Salmon Patties ⁽³⁰⁾	3 <i>dozen</i>
Sardine Patties	2 <i>dozen</i>
Chocolate Cream ⁽²¹⁾	5 <i>pints</i>
Orange Charlotte ⁽²⁷⁾	3 <i>pints</i>
Fruit Salad and Cream	8 <i>quarts</i> (1 <i>qt. cream</i>)
Fruit Layer-Cake ⁽¹²⁾	1 <i>large</i>
Meringues and Cream	3 <i>dozen</i>
Fancy Biscuits	2 <i>lb.</i>
Ices and Wafers	3 <i>quarts</i>
Iced Coffee ⁽³⁷⁾	8 <i>quarts</i>
Fruit Punch ⁽³³⁾	8 <i>quarts</i>



BUFFET REFRESHMENTS FOR A CHILDREN'S DANCE

MENU NO. 2—FOR 60 CHILDREN

MENU	QUANTITIES REQUIRED
Soft Dinner Rolls (filled Sardines and Toma- toes)	5 <i>dozen</i>
Sandwiches (Egg and Cress, Salmon and Let- tuce, Minced Chicken and Ham)	4 <i>dozen</i> 4 <i>dozen</i> 8 <i>dozen</i>
Trifle	5 <i>pints</i>
Raspberry Cream	5 <i>pints</i>
Bombes Meringue	2 <i>Bombes</i>
Almond Cake	3 <i>lb.</i>
French Pastries (assorted)	6 <i>dozen</i>
Neapolitan Ices	4 <i>dozen</i>
Vanilla Ices	2 <i>quarts</i>
Orangeade ⁽³⁵⁾	6 <i>quarts</i>
Iced Café au Lait ⁽³⁷⁾	6 <i>quarts</i>
Claret Cup ⁽³⁴⁾	8 <i>quarts</i>

Wafers, Chocolates, Crystallized Fruits.





APPENDIX OF RECIPES

SANDWICHES

1. Neapolitan Sandwiches

Thin slices of white bread and butter with tomato or lettuce filling are covered with thin slices of brown bread and butter, and then cut into dainty shapes. The bread and fillings are very thin. Three slices of bread with different coloured fillings between each may be used, as for instance, tomato and lettuce ; egg and cress ; sardine and tomato, etc.

2. Raisin and Date Sandwiches

Use seedless raisins chopped together with chopped dates, and a squeeze of lemon juice. If this filling will not spread easily mix with a little fresh cream. Or, use finely chopped walnuts mixed to a paste with cream for nut sandwiches.

3. Sardine Sandwiches

Skin, bone and mash the fish and then moisten with a little of the olive oil in which they were

tinned. The addition of some tomato purée, or fresh mashed tomato, is a considerable improvement.

4. Cream Cheese and Cress Sandwiches

Use a good cream cheese such as Yeovil or Swiss Double Cream, with the addition of chopped leaves of watercress and a pinch of salt.

5. Salmon and Lettuce Sandwiches

Wash and thoroughly drain the lettuce leaves so that they are quite dry when used. Lay a lettuce leaf between each sandwich, cover with flaked salmon, and, if desired, a little mayonnaise dressing made with lemon juice instead of vinegar.



BUNS AND BISCUITS

6. Manikin and Animal Shapes

Use a yeast dough for making these.

1½ lb. of flour	1 pint boiled milk
¼ lb. butter	1 egg
¼ lb. sugar	1 teaspoonful of salt
½ oz. yeast	

Dissolve the yeast in half a cup of cold milk with a teaspoonful of sugar. Allow this to rise in a warm place. Meanwhile mix the remainder of the milk with the butter and sugar, salt, and beaten egg ; add in the yeast, and gradually add the flour and

knead until you have a smooth and elastic dough. Cover with a clean cloth and let the dough rise to double its bulk. Then use this to fashion shapes in the form of little men or animals. Brush with white of egg and use currants for eyes and buttons. Bake in a medium oven.

Note.—The shapes will rise while baking, so they should be made fairly flat.

7. Lemon Peel Buns

One cake of yeast	$\frac{1}{2}$ pint of milk
3 oz. sugar	1 whole egg
6 oz. shortening	About $1\frac{1}{2}$ lb. of flour
2 oz. raisins	1 teaspoonful salt
2 oz. of finely chopped lemon peel	1 tablespoonful water 1 teaspoonful extract of lemon

Mix the ingredients in the same way as for yeast dough (Recipe No. 6), let rise ; divide dough into small pieces, allow to rise again on the greased tins. Brush with beaten egg, and bake in a hot oven. The above quantities should make 24 buns.

8. Spice Cakes

12 oz. sugar	$\frac{1}{4}$ teaspoon salt
6 oz. butter	1 teaspoonful of baking soda
2 whole eggs	3 tablespoons sour milk
$\frac{1}{4}$ lb. seeded raisins	1 teaspoonful each
$\frac{3}{4}$ lb. flour	ground cinnamon, cloves and nutmeg

Cream butter and sugar together, then add eggs and remainder of ingredients, and last of all the sour milk in which the baking soda has been dissolved. Divide the dough by teaspoonfuls on greased tins and bake in a hot oven.

9. Raisin Cup Cakes

3 oz. butter (or other shortening)	6 oz. flour
	2 teaspoons baking powder
$\frac{1}{2}$ lb. sugar	
$\frac{1}{4}$ teaspoon salt	4 tablespoons cold milk
2 whole eggs	4 oz. seedless raisins
	$\frac{1}{8}$ teaspoon nutmeg

Cream butter and sugar and add beaten eggs. Mix the dry ingredients, and then sift in into the butter mixture, gradually moistening with the milk. Add raisins last. Bake in small greased patty tins in moderate oven from 20 to 30 minutes. The above ingredients will make about 24 cakes.

10. Chocolate Brownies

4 oz. butter	$\frac{1}{4}$ cup of milk
2 teaspoonfuls baking powder	1 whole egg
	2 oz. chocolate
6 oz. sugar	$\frac{1}{4}$ teaspoonful salt
	11 oz. flour

Cream butter and sugar in the usual way, add eggs, salt and melted chocolate. Then add sifted flour to which the baking powder has been mixed, and milk. Roll out thin, and shape with biscuit

cutter, or egg cup, dipped in flour. Bake in a moderate oven from 10 to 15 minutes. The above dough should be kept as cool as possible while working.

CAKES

11. Layer-Cakes

Use an ordinary good sponge cake recipe and bake two or three separate rounds of the same size. Put layer of filling between each round, and cover with fruit or icing. For a chocolate layer-cake, use an ordinary chocolate icing, both for filling and icing, and a chocolate sponge mixture baked in two or three layers.

12. Strawberry Layer-Cake

Mash strawberries and put between layers. Place layer of mashed strawberries on top of cake, cover with whipped cream, and decorate with whole strawberries. Raspberries, blackberries or any other ripe berries can be used in this way.

13. Pineapple Layer-Cake (filling and icing for)

$\frac{3}{4}$ lb. sugar boiled with 4 tablespoons of milk until smooth ; add 1 tablespoon of lemon juice and 2 cupfuls of grated pineapple. Add 2 teaspoons of melted butter. Spread between layers. Ice the cake with a white frosting and place a slice of drained pineapple on top, or sprinkle with grated pineapple before the icing sets.

14. Marble Cake

6 oz. butter	4 teaspoons baking powder
6 oz. sugar	
4 eggs	$\frac{1}{4}$ lb. grated chocolate
$\frac{1}{2}$ pint milk	$\frac{1}{2}$ teaspoonful essence of vanilla
$\frac{3}{4}$ lb. flour	

Cream butter and sugar, then add the whole eggs, one at a time ; lastly milk and sifted flour, to which baking powder has been added. Divide the dough into two bowls, flavouring one with the vanilla and the other with the grated chocolate, which has been melted over a bowl of hot water. Pour into deep buttered cake tin, alternating layers of the mixture from each bowl. Bake in moderate oven for $\frac{3}{4}$ of an hour.

SUPPER DISHES**15. Veal Loaf**

2 lb. of lean veal	1 lb. of lean beef
Chopped parsley	Stock
2 small onions	Pepper and salt to taste
Two hard-boiled eggs, and 1 fresh egg	

Put the meat and onion through the meat chopper. Chop 2 hard-boiled eggs and a liberal quantity of parsley, mix in with meat and onion, pepper and salt to taste and bind with a fresh egg. Use a little stock to moisten, press into a square baking tin and bake in a gentle oven until done. The above in-

gredients can also be moulded into a roll and roasted, basting frequently. Cut into slices when cold.

Salads

A great deal of variety and colour can be introduced into the menu in connection with the salad course. There are not only the well-known lettuce, tomato and cucumber salads, but also combinations of vegetables and fruits in all kinds of appetizing forms.

Perhaps the principal difference between a salad for adults and one intended for children is in the dressing, which, for children, should contain neither too much vinegar or any other condiment. Lemon juice can always be used instead of vinegar in a plain dressing, for either a vegetable or fruit salad served with a meat course. Another way of serving salads attractively—especially if of the mixed fruit or vegetable variety—is moulded in aspic jelly.

16. Mayonnaise Dressing

Below is an excellent mayonnaise dressing which is quite suitable for children when sparingly used :

1 teaspoon mustard	1 tablespoon vinegar
$\frac{1}{4}$ teaspoon salt and pinch of pepper	1 tablespoon lemon juice
1 teaspoon powdered sugar	1 cup olive oil
Yolk of 1 egg	

First mix the dry ingredients, then add the yolk of

1 egg and beat well. Add the olive oil drop by drop, beating all the time. As the mixture thickens, thin it with a tablespoonful of vinegar and the lemon juice added gradually. If all the ingredients are kept cool and mixed in a cool place, this mayonnaise is quite easy to make.

17. Pineapple and Banana Salad

Cut the banana in slices and chop up pineapple into small pieces. Mix, and serve as individual salads on small plates, lined with a few lettuce leaves. A plain oil and lemon juice dressing with salt, pepper and a little sugar is excellent.

Other good combinations are chopped apple, celery and nuts ; apple, celery and raisins ; cucumber and tomato ; chestnuts and raisins ; beetroot and chicory cut in thin slices.

18. Russian Salad

This is made from a variety of vegetables such as peas, diced carrots, broken cauliflower, cut beetroot, chopped potatoes, etc. Mixed together, dressed, and trimmed with slices of hard-boiled egg, this may be served individually as above.

PUDDINGS AND SWEETS

19. Jelly Trifle

Line the dish with sponge cake in the usual way, and pour over the jelly mixture when cool (but not

set). When it has set, cover with whipped cream, and trim with candied cherries and sliced blanched Jordan almonds.

20. Pineapple Blancmange

Make the blancmange in the usual way, stirring in a heaped tablespoonful of grated pineapple to every half pint of cornflour mixture. Set in a mould, and when served pour over it some syrup made from the juice out of a tin of pineapple boiled short with sugar. Trim with small chunks of the pineapple.

21. Chocolate Cream

Made with eggs only this is a very expensive dish, as a great many eggs are required ; but an excellent chocolate pudding can be made with custard powder—4 tablespoons to 2 pints of milk, 2 oz. grated chocolate, and 2 tablespoonfuls of sugar. Slake the custard powder with the sugar and chocolate, and stir into the boiling milk. When cool, add the well-beaten whites of 2 eggs and set in a jelly mould. Serve with whipped cream.

22. Jelly Sponge

This is an improvement on the ordinary jelly. Merely use a little less water in making the jelly, and when cool add the beaten white of 1 egg to every pint of jelly. Then chill, trim, and serve with cream.

23. Fruit Trifle

Soak the sponge cakes with the juice of cooked fruits, such as raspberries, strawberries or cherries, adding some of the fruit, from which the stones have been removed. Then cover with custard or whipped cream in the usual way, and trim.

24. Neapolitan Blancmange

Use an ordinary blancmange recipe, vanilla essence and vegetable colourings—pink and green. The blancmange must be set in layers. First pour a layer of the uncoloured mixture into a mould, and when set, a layer of the mixture to which a coloured raspberry flavouring has been added. When this is cool, a layer of blancmange coloured green, and lastly a layer of blancmange either white or with coffee flavouring. This makes a very harmless and most attractive dish.

25. Marshmallow Cream

A packet of jelly crystals	1 pint of water
Sugar to taste	$\frac{1}{2}$ teaspoonful of vanilla
Teaspoon of lemon es-	essence
sence	$1\frac{1}{2}$ oz. chocolate
Whites of 2 eggs	

Mix all the ingredients except the eggs, vanilla and chocolate flavour. When the jelly is cool add the whites of eggs beaten to a stiff froth. Divide the mixture into three parts, colour the first pink, and add vanilla flavouring and chopped candied cherries.

Pour into a square mould. Flavour the second part with lemon, and the third part with melted chocolate and vanilla flavouring. Let each part set before adding the next layer, which should be poured on cool, but not set. Turn out and serve in slices.

26. Pineapple Snow

1 tin of pineapple, grated 2 oz. sugar
 $\frac{1}{2}$ teaspoon vanilla es- 2 oz. crushed tapioca
 sence

Soak the tapioca in cold water for several hours, strain and cook in $1\frac{1}{2}$ pints boiling water until transparent. Add the sugar, pineapple and vanilla. When cool set in a glass dish and serve with whipped cream sprinkled with grated pineapple.

27. Orange Charlotte

Line the sides of a soufflé dish with lady fingers, as for a Charlotte Russe, then pour into the centre an orange "jelly sponge" made as described above. The addition of the juice of two additional oranges and of one lemon greatly improves the flavour. When set, turn out and serve topped with whipped cream.

28. Raspberry Cream

To each pint of raspberry jelly add 1 tablespoonful of lemon juice and half a pint of thick whipped cream. Line the mould with raspberries and pour in the mix-

ture. When set trim with raspberries. Strawberries can be used in the place of raspberries.

SAVOURIES

29. Eggs Regatta

Boil as many eggs as required, until hard. When cool shell and cut in half lengthways, so that they will be boat-shaped. Remove the yolks and mash in a separate bowl with chopped capers, salt, a little pepper, chopped parsley, lemon juice, and some olive oil to moisten. Replace some of this mixture in the centre of each half egg.

Set each half on to a small glass plate, lined with a billowy green lettuce leaf, and stick a match into the centre; into each match insert a triangle of white paper to look like a sail. (See illustration.)

30. Salmon Patties

Order the patty cases from a confectioner, or prepare them in advance. Fill each with flaked salmon, and trim with cucumber and a little mayonnaise dressing.

BEVERAGES

31. Lemonade

For the juice of each lemon allow 4 tablespoonfuls of sugar and 1 pint of water.

Extract the juice from the lemon, add the sugar and the rind of the lemon pared thin. Dissolve in

boiling water and add the rest of the water cold. Serve as cold as possible.

32. Pineapple Cup

To 2 cups of chopped pineapple add half a cup of lemon juice, 1 cupful of orange juice, $\frac{1}{2}$ lb. of sugar and 2 pints of water. The pineapple, sugar, and water should be boiled together for 20 minutes ; the lemon and orange juice added last. When cold, strain, and dilute with fresh or soda water.

33. Fruit Punch (*for 30 people*)

Boil half a cupful of water with 4 oz. sugar for 10 minutes. Then add half a cup of strong tea, 1 cup of strawberry or raspberry syrup, the juice of 2 lemons and 3 oranges, and half a tin of grated pineapple. Allow to stand until quite cold. Strain and add ice water to make 4 quarts of liquid. Lastly, add 1 pint of Apollinaris and half a cupful of maraschino cherries. Set on ice until ready to serve.

34. Claret Cup

To 1 quart of claret add the juice of 2 lemons, half a cup of sugar, and a bunch of fresh mint. Thin with 2 pints of cold water or Apollinaris. The addition of the juice of an orange, a few strawberries and 3 slices of pineapple, is a considerable improvement.

35. Orangeade

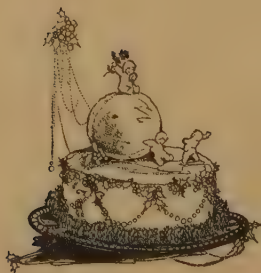
Follow the directions for making lemonade, using 1 lemon to every 4 oranges.

36. Raspberry Syrup

This can be purchased ready bottled in the same way as grenadine and grape juice. To each part syrup add 3 parts water.

37. Iced Coffee

Make some good coffee, strain and add sugar to taste. When cold, add half a cupful of cream to each quart of coffee and set on ice until required. Serve in tall glasses, topped with whipped cream.



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